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Volume 3, Number 3

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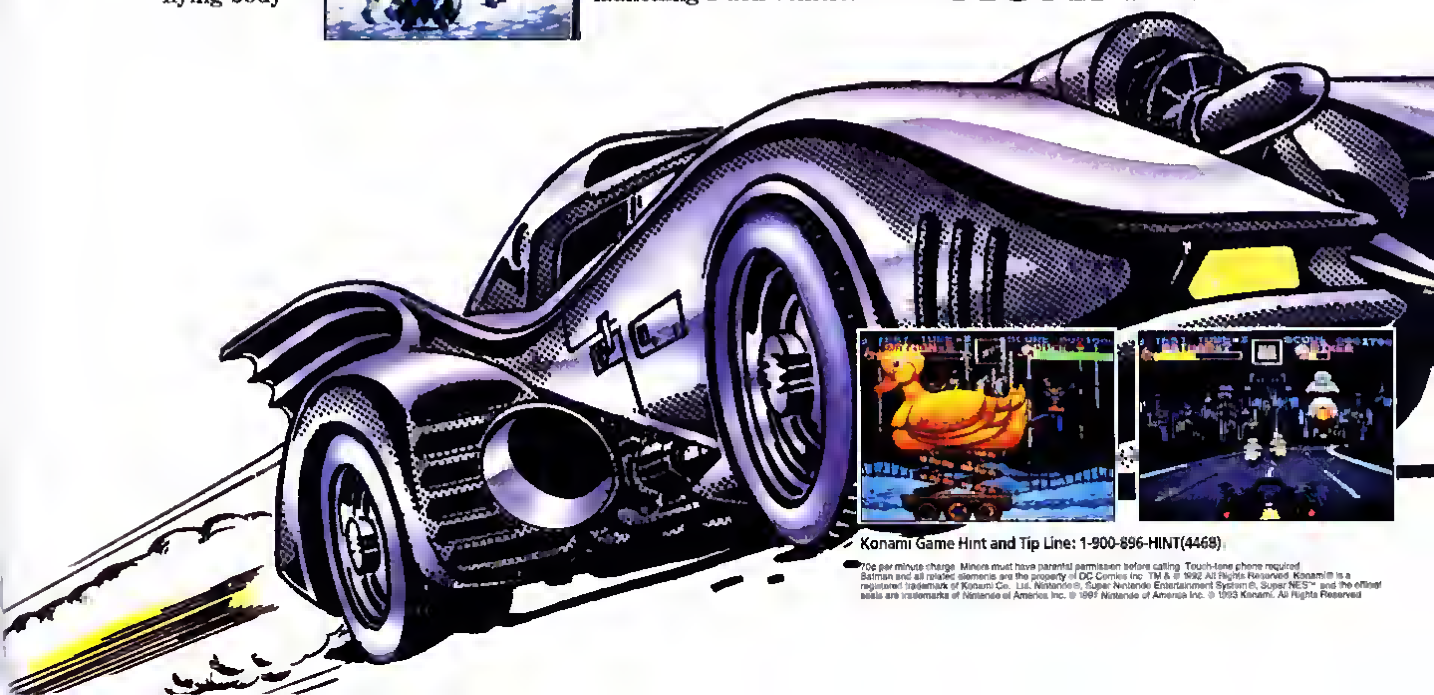
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MAY 1993

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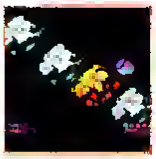
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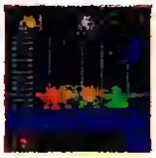


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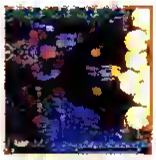


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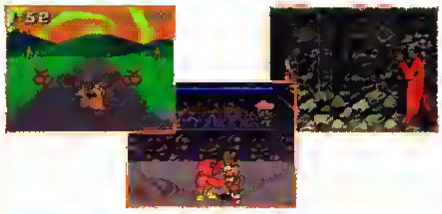


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Screen shots shown are from the Super NES version of the game.

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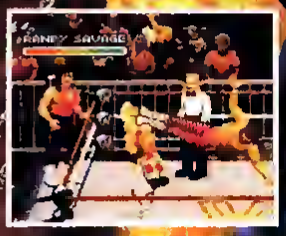
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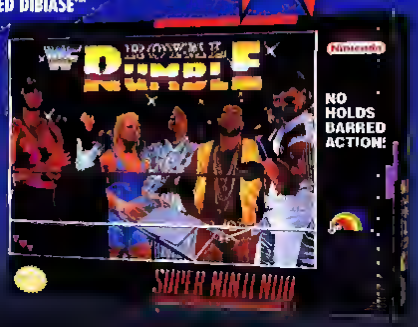


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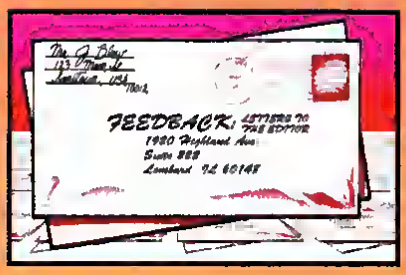


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FEEDBACK



This is the section in which you get to give us compliments, complaints, gripes, questions, rumors and opinions. If the editor likes your letter enough he may even print it right here in the mag! Send all letters to: Feedback, Letters to the Editor, Sendai Publishing Group, 1920 Highland Ave., Suite 222, Lombard, IL 60148. Due to the high volume of letters received we are sorry that individual letters will not be answered. Keep sending in those letters, we love to get 'em.

MAY THE FORCE RETURN!

I really loved the game Super Star Wars by JVC. The action was intense and the music was some of the best I've heard! But I would really like to know if there is going to be a sequel?

Brian Frost
Atlanta, GA

Hey guys! I was overwhelmed by how cool Super Star Wars was! As soon as this game hit the shelves, I was there with cash in hand. Although it took me a while to beat it, I was really challenged. Any word on a sequel to this excellent game?

Paul Crossen
Woodbridge, CT



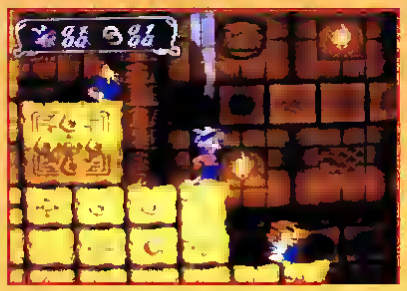
Super Empire Strikes Back features exciting new levels and attacks!

(Ed. Well guys, there is some great news coming your way! JVC will be releasing Super Empire Strikes Back around the Christmas season. It will have all your favorite characters plus a few new tricks like Luke's force attack and the characters can shoot while walking! There will be all new levels to master as well!)

NEW MASCOTS

All of the big companies seem to have really popular mascots. Nintendo has Mario, Sega has Sonic the Hedgehog, and T.T.I. has Bonk. But what about some of the smaller third party licensees? Do they have any cool mascots to promote their upcoming games?

Lewis Washington
Bedford, TX



Arty Lightfoot is the latest mascot to join the ranks of the video gaming world.

(Ed. This isn't a question we get too often, but yes, the smaller third party licensees do have mascots to promote themselves. Capcom has Mega Man, Accolade now has Bubsy, Sunsoft has Aero the Acrobat, and Titus has Titus the Fox. The newest mascot is coming from Ascii. This character is called Arty Lightfoot and he's starring in his own action game. It will be an 8-Meg action game with 16 levels and will be released in the 4th Quarter of '93.)

SPECIAL UPDATE!

Konami has picked up the rights to release Monsters, the Lucasfilm game that originally couldn't be released because of contract negotiation with Nintendo. Look for more of this game in future issues of Super NES Buyer's Guide!

MORE SPORTS GAMES!

Since I have owned my Super NES, I've noticed that there aren't any really new sports games on the market that I don't already own. I like motorcycle racing and baseball games the best. Since you guys always seem to know what's going on with the companies in both the U.S. and Japan, could you let all the readers know if any new games like motorcycle racing are coming soon?

George Swenshin
Indianapolis, IN

(Ed. Well George, two companies will be releasing some sports games in Japan and they'll most likely come to the U.S. The new baseball game is called Super Power League by Hudson Soft of Japan. The motorcycle game is called GP-1 and will hit the U.S. courtesy of Atlus.)



Super Power League from Hudson has 12 Meg worth of baseball action.



Two players can simultaneously race in this fast-paced cycle racing game!

SUPER NINTENDO ENTERTAINMENT SYSTEM

FATAL FURY

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FATAL FURY

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Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!

Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use fists and feet to defeat all foes but beware — your enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves, hurling energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!

The battle is joined on a journey through the mean streets of Southtown. Fight hard as day turns to night on the beach, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

Realistic characters, multiple action moves, special skills, all this combined with lightning speed to create the perfect fighting action game. Take on the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?



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MAIL ORDER SALES

I was just wondering. I noticed that mail-order catalogs for video games have the latest games before any local store. Why?

Daniel Eshleman
Warsaw, IN

(Ed. The reason you find so many of these games listed before they reach our store shelves is that many of the mail-order stores offer Japanese games for sale. While you may get the games sooner, often you will receive Japanese instruction manuals and the games are more difficult to play unless you know Japanese.)

EXACT DATES?

I would like to know why Nintendo always delays the release of games in the U.S. I read in your March issue that in Japan, games are released on certain days only and are advertised long in advance, much like movies in the U.S. I would also like to know how we can persuade Nintendo to release their games sooner, advertise the release date, and discount the games for the first month.

Mitch Chase
Torrance, CA

As a frequent visitor of Japan, I often pick up many of the Japanese video games for sale out there. One major difference between your mags and those in Japan is that they not only know what month the games will be released, but also the day! Why can't American game companies be this precise when planning to release a game?

Jeffrey Denton
Newark, NJ

(Ed. One reason game companies are not very accurate on their release dates is because the game goes through a tedious language translation. While that may be the most time consuming aspect, there also comes any changes that the company may feel is necessary, like removal of nudity and any character changes.)

WHERE ARE?

In the February issue, I heard that there was a Fist of the North Star game for the Super NES. I am a real fan of the series so I would really appreciate any info.

Tony Vongmani
Silverdale, WA

I really love to play Art of Fighting in the arcades and I was wondering if this great game was coming to the Super NES? Will it contain all the special moves and characters?

Jon Haverlee
Tampa Bay, FL

I read in your other publication that Fatal Fury is coming out for the Super NES. I think Fatal Fury is cool but what I want to know is if Fatal Fury 2 is coming to the Super NES?

Eric Martin
Richardson, TX

In your May 1992 issue, you showed a few pix of Ultima VI from Pony Canyon of Japan in the Future Play section. As a computer player who has blown through the first five versions, I was looking forward to a good RPG on my Super NES. Any word on where this game is?

Tony Pan
Albuquerque, NM



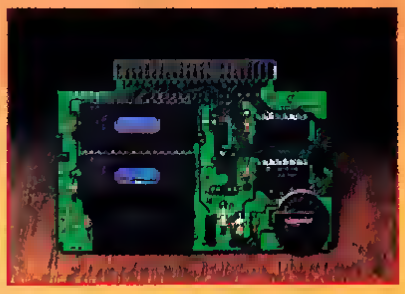
Fist of the North Star 6 will be coming to the States from ElectroBrain.

(Ed. Fist of the North Star will be coming out from ElectroBrain before the end of the year. Art of Fighting and Fatal Fury 2, both great fighting games, will be coming from Takara. You can read more about these two in our Future Play section. Ultima VI is also in the works and will arrive from FCI and be out in stores this summer.)

BATTERY LIFE

I have some questions that I hope you can answer about Super NES games that have battery backup features. How long will the battery in a game last? Will the battery last longer with fewer saved games? Will its life shorten if you keep saved games for long periods of time? If so, should I erase all unused games? And, will the battery's life shorten if you save repeatedly? Come on guys, I want my games to last forever and so do plenty of other gamers out there!

Chris Lanza
North Hollywood, CA



Many of the newer games have Lithium batteries that last about four years.

(Ed. You've sure got a lot of questions here so I'll take it from the top! How long will the battery last? Well, I have the original Legend of Zelda for NES and the battery is just now beginning to fade out, but Phantasy Star II for the Genesis still has the battery going strong. Will the battery last longer with fewer games? That is a tough question to answer since each game is made to hold a set amount of memory at once. Saving games for a short period of time is what the battery was designed to do so it wouldn't make too much of a difference. As to erasing your unused games, that's totally up to you. And the battery shouldn't shorten within repeated saves. Does that answer your questions Chris? Batteries were never designed to offer a permanent storage solution so eventually, all your saved games will get erased over time. Perhaps a software company can design a saving system to recharge the battery whenever the game is turned on.)

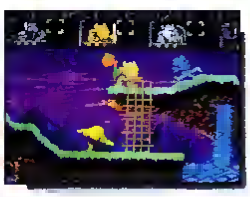
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SUPER NES HI-TECH

SUPER SCOPE IS COLOR BLIND! NINTENDO TELLS LICENSEES TO ENCODE CARTS!

SUPER SCOPE CAN'T SEE RED!

Have you been having problems beating your favorite Super Scope Game? Do you swear that you keep hitting that enemy, but it just won't die?

Don't be quick to blame yourself!

The editors of Super NES Buyer's Guide have obtained from sources in Japan a new technical document that describes the construction and specifications of the Super Scope for the Super NES.

In this publication, Nintendo states that "The Super Scope is not sensitive to [the color] red at all."

They go on to say that this is because the color red in our TVs stays on the screen (called the period of florescence) a relatively long period of time (four times as long as green and about 5 times as long as blue) before it fades away. Since the gun needs to detect and time events very precisely, by the time the red color fades away, the enemy would have moved and the gun would have registered a 'missed shot.'



Nintendo has designed a color blind Super Scope - it can't see red!

NINTENDO TO ENCODE GAMES!

In another technical document, Nintendo has informed its third party licensees that it is not happy that there are devices on the market which allow the Super NES to play Super Famicom games. Their main objection being that many of these games are made for one specific market and these devices not only are unsafe but could damage the game system!

More specifically, Nintendo states that the non-standard adapters could place an electrical load on the AC power supply and/or Super NES that may exceed the design standards. They go on to say: "Serious damage may result. In a worst case scenario, an electrical overload may lead to excessive device temperature and fire."

In addition, Nintendo complains that all games are subjected to detailed compatibility testing. When a player uses a game designed for a different market on a different Super Nintendo game system, there is no one to guarantee proper operation.

Finally, Nintendo states that each game in each market is optimized to the specific television screen speed and resolution of the TVs in that country. Play a game on a different TV and it may not work properly.

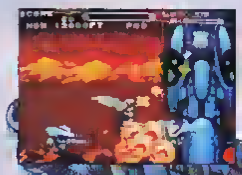
Nintendo continues on to say that there are programming methods that can be used by the software licensees to lock-out the use of Super Famicom games on Super Nintendo systems.

What Nintendo suggests that the licensees do is to change one line of program code. Since the Super Famicom and the Super Nintendo use the display format programmed in games to identify the market specification of the game system, by changing one bit of data at Address 213FH in the PPU register, the game program execution is halted and a message is displayed on a black screen that will say "This game pak is not designed for your Super NES."

At the present time Nintendo does not require that all licensees encode their games, but that could change at any time as they have stated that more programming measures are on the way. For the game player that likes to play Japanese games, the above mentioned programming modification will only differentiate between the European and U.S. game systems.

Players should note that 'the handwriting is on the wall.' As Sega has already demonstrated, with their CD discs and a few Japanese and U.S. carts, the days of the universal multi-national game cartridge are rapidly fading away. Nintendo, while slower to react to the popularity of 'grey market' games, is now taking note of this rapidly growing market, and we should start to see software modifications this year.

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SUPER NINTENDO TRICKS OF THE TRADE

STARFOX

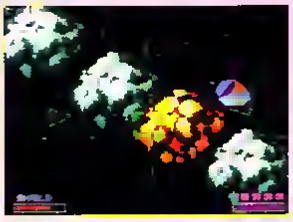
By Nintendo

Find the Black Hole

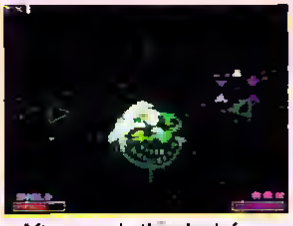
Many people have been wondering how to get to the Black Hole in StarFox. Well, the search is over. This is the correct method to reach the mysterious Black Hole. On the Level 1 difficulty, finish Corneria - The Base stage. Next, after flying to the Asteroid Belt, get past the large field of orange and grey asteroids to the point on this stage where you see a spinning group of asteroids (an orange asteroid in the middle of two grey ones on each side of it). Aim for the orange asteroid in the middle of this line of rocks, and wait until it is almost upon you. At the last second, fire your lasers and destroy it. There are 3 sets of these asteroid groups. Do the same for all of these. Don't worry if your ship hits one of the asteroids. The trick will still work. However, if you are too far away from the asteroid group when you shoot it, the trick will not work. You will have to start again and try the same method over. After you shoot the orange asteroid out of the third spinning asteroid group, you will come across a grey asteroid slightly to the mid-left of the screen that has a face on it. Aim for this asteroid, and run your ship straight into it. This will cause you to go into a strange, colorful warp. Your ship will be taken to the Black Hole icon on the map screen. Press START to see the specifications of this location. You will then be taken inside the Black Hole itself! In here, you will be able to do a variety of things. You can get a 1-Up right at the beginning, and you can get your weapons up to full power by shooting open the floating doors. These will reveal power-ups for your blaster and bombs. The most powerful twin blaster and up to 5 bombs can be acquired this way. Also, you can warp to various stages throughout the map of the planets such as Sector Y on the second stage, Sector Z on the third stage, and Venom on the first stage. To warp within the Black Hole, just look for a yellow and grey six-pointed triangle forming a circle, and let your ship go through it. The first one will warp you to Sector Y. If you choose to pass up this warp, you can look for another one which will lead to another stage. You are not invulnerable in the Black Hole. Debris and ships are flying around aimlessly in this place, so watch out! You can change the view of your ship in the Black Hole to anything you like.



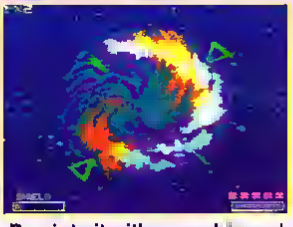
In this stage, there are 3 sets of asteroid groups like this.



At the last second, shoot the orange rock out of each one.



After you do this, look for a grey asteroid with a face.



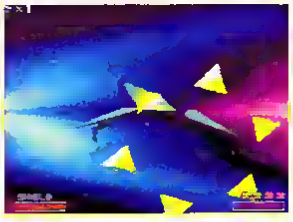
Run into it with your ship and you will go into a weird warp.



You will then be transported to the awesome Black Hole!



Once inside, you can fully power up all of your weapons.



Fly through these portals to warp to many different stages!



Sector Z on the 3rd level is one of the warp destinations.

TINY TOON ADVENTURES: BUSTER BUSTS LOOSE

By Konami

Passwords

Here are the level passwords to access the beginning of each stage in this cartoon masterpiece. At the title screen, press START, and then move the cursor down to the Password option. Put in the character's face that matches the level you want to access.

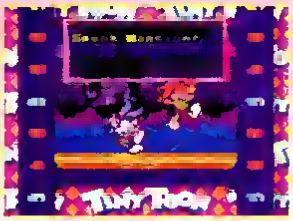
Level 1:
Babs/Gogo/Montana Max
Level 2:
Plucky/Bookworm/Elmyra
Level 3:
Montana Max/Calamity/Shirley
Level 4:
Bookworm/Plucky/Babs
Level 5:
Gogo/Calamity/Lil' Beeper
Level 6:
Montana Max/Babs/Sweetie



Here, move the cursor to the Password option.



Put in the character's face that corresponds to the right level.



You will see the beginning of the level you chose to start.



Spook Mansion is just one of the stages you can access.

SUPER VALIS IV

By Atlus

Stage Select

At the game's title screen, enter this set of commands to select stages. UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, SELECT, SELECT, Y, B, START. After you do this code, the stage select screen will appear underneath the title. Choose from any act you wish to start in, up to the last one, fighting all the bosses!



At the title screen, put in the long but accurate code.



This stage select screen will appear after the code is done.



Now, choose all the way up to the last act in the game.



You will face the bosses from the previous levels in Act 7.

STREET COMBAT

By Irem

Secret Options Screen

Wouldn't you like to change some special options in this game? This secret options screen is not a secret anymore! To access it, get to the title screen and move to the two-player option. After this, hold the top L and R buttons and press the START button. The secret options screen will appear. You can now change the 1 and 2 player's attack levels, from human to computer control, and the speed of their moves and defenses. Press the SELECT button to change the background. You can control "Happy," a character you normally can't control, from this option screen.



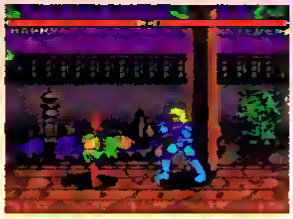
Move to the two-player option, hold L and R, press START.



You can change many aspects of the game in this screen.



Lita and Dozo go at it in a computer fight to the finish!



Play as a character you usually can't control, "Happy!"

BEST OF THE BEST

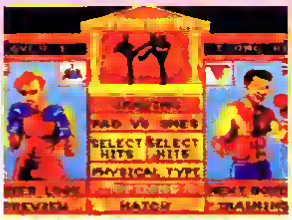
By Electrobrain

The Best Fighter

Are you tired of getting beat by the fighters who start off with more energy than you? This password will give you 99% in all of the departments of training, so you don't have to be second best to any of the fighters. At the title screen, press START, and then move up to the options. Press START. Now, highlight the Password option. Press START again, and you will see a bunch of letters and numbers at the top left of the screen. Change these to the following password:

RHT255W37C

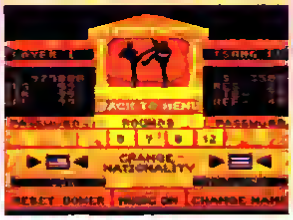
Guillermo Toral M.
Puebla, Mexico



Move up to Options and press START for the password.



In the upper left hand corner, put in the correct password.



Your percentages will increase to 99%. You're set!



You will be able to defeat your opponent with no problem.

TEST DRIVE 2

By Accolade

Customize Your Car

To adjust just about every aspect of the car you choose, just start a new game Choose your car, select your opponent, and your course. While you are driving, press the L and R buttons on the second controller. You can now fine tune the adjustments on your car. While in the game, jump with button A on controller 2!

Shon Brennan
Buena Park, CA



Play your game as normal. Press L and R on pad 2.



Customize and adjust your car to any setting you like.



Oh no! There's a truck in the way and you're going too fast!



Don't worry. You can jump the truck by pressing A on pad 2.

DEATH VALLEY RALLY

By Sunsoft

Start With 75 Lives

Are you tired of losing all of your lives in this game? Try this method to get an incredible 75 lives! During the title screen, press and hold LEFT, SELECT, the top R button, Y, and START. Keep holding these, and when the screen comes up that says, "Zippity Splat," press the X button also. The game will begin, and you will see that you do not have just 2 lives to start out with, but the number has changed to 75! This life increase will help you through some of the tougher levels.

Randy Loomis
Burt, MI



Press and hold the correct buttons at the title screen.



With the buttons still held, press the X button here.



The first level screen will appear. Just unpause it.



Now, you can play the game with plenty of lives to spare!

FIREPOWER 2000

By Sunsoft

Control Both Vehicles

Here is a neat little trick to help better your firepower in Firepower 2000. At the title screen, press the SELECT button to get the option for a two player game. On this option screen, press the START and A button at the same time. You can now start a one-player game. When the game begins, you will be in control of both vehicles! This is tricky, and takes a little while to get used to, but once you have it mastered, it can prove to be very beneficial. It increases your firepower to double of what it was before.

James Giacoletti
Colombia, MD



At the title screen, press SELECT to get the options.



Press the START and A buttons at the same time here.



Now you can control both vehicles at the same time!



Now you can shoot from all angles with double the power!

STARFOX

By Nintendo

Get the Twin Blaster

Now you can get a free Twin Blaster early in the game by just following one of your wingmen! On the first level of difficulty in Corneria, look for Slippy flying through the arches. He will tell you to look at him. Follow him through the arches, and keep going through every arch until you see a Twin Blaster power-up in the last large arch. This will help greatly in the game!



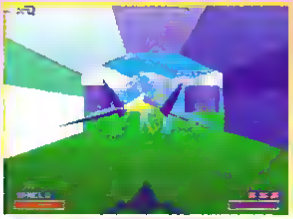
Stage 1 in Corneria is where you'll find the Twin Blaster.



Follow Slippy through every arch when he calls you.



Even when Slippy flies away, keep flying through arches.



In the largest arch will be a Twin Blaster power-up!

WARPSPEED

By Ballistic

Campaign Codes

By using these campaign codes, you will be able to start at the various levels in Warpspeed. At the main menu, highlight the "Resume Campaign" option and press START. When it asks you to enter your Save Code, put in the following passwords to access the various campaigns. Press the top L button when finished.

Campaign 2:
4N3 LJ0 BDY
Campaign 3:
4P? 8YJ LVP
Campaign 4:
4P? 8S? 4B?

Patrick Bemis
Frankfort, KY



Choose Resume Campaign from the main menu.



Now, put in the Campaign code of your choice.



Now press the top L button. You will get your briefing.



With each new campaign, you will get a new set of weapons!

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FUTURE PLAY

NEW SOFT NEWS

There are still plenty of new games on their way to keep us gamers happy! Most notably is the awesome new shooter seen at the right called R-Type III! No need to worry folks! R-Type III has had virtually all of the slowdown removed for better play control. Crank up the stereo because the music is better, too!

Activision has quite a list of surprises, too! Leave that old Atari 2600 on the shelf because Activision has announced that they will release Super NES conversions of old classics like Kaboom, Pitfall, and River Raid. Other, more recent releases will include an explosive shooter called Bio Metal and a flight simulation game called Super Air Diver.

If sports are your favorite, then Accolade will have you covered with Brett Hull Hockey and Pelé Soccer. Brett Hull is a fast-paced hockey title with Mode 7 effects on the rink and realistic movements of the players. It also has Al Michaels announce the game, too! Pelé Soccer has a unique 3/4 perspective view of the field with multiple play options and supercharged teams.

JVC is putting the finishing touches on their awesome Star Wars sequel to be called Super Empire Strikes Back. It features the familiar cast of Luke, Han Solo, and Chewbacca as they take on the Imperial Empire through snow covered lands. Luke has new techniques as well!

Ascii has an all new action game coming to the Super NES called Arty Lightfoot. It's an 8-Meg action game packed with sixteen levels like an ancient set of pyramids and a mysterious cave while combating skeletons and other bizarre creatures!

This is just the beginning of what is to be a great year for the Super NES market. Just wait until the Summer CES show in Chicago!

IREM OF JAPAN

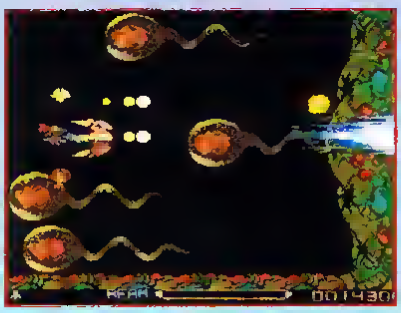
R-TYPE III

CART SIZE	THEME	AVAILABLE
UKN. MEG	SHOOTER	UKN.-JAPAN

R-Type III is about to blast off on TV screens throughout Japan! This intense shooter is better than the previous ones in almost every way! Once again an intergalactic alien army is attacking the Earth and her children. Even the Earth's colonies have been overtaken. Calling itself the Bydo Empire, these insidious beings have an entire armada set on destroying mankind. Earth's only hope rests in you, the pilot of the



R-9, a top secret, highly experimental fighter. Now more powerful than ever before, this lethal fighting machine packs enough firepower to level a small planet. It's special Droid mechanism returns, allowing for more firepower and more precise blasts. And under extreme circumstances you can fire an enormous shot into the enemies' midst. Like in the previous games, you must take the battle deep into the





heart of the empire itself, and destroy it from within. The Bydo Empire encompasses a wide variety of zones, each guarded by a massive guardian who will make life miserable for anyone stupid enough to attack it dead on. As before, you must rely on your piloting reflexes and the steady supply of power-ups.



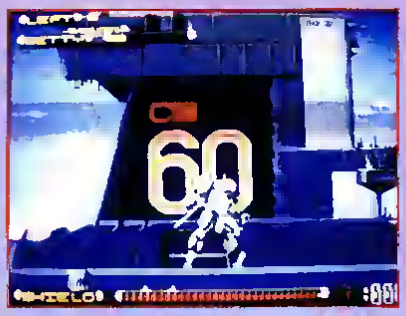
Only the greatest of pilots can free our galaxy from the grip of the evil Bydo Empire. Anyone who liked the previous games will adore this continuation of this fine series. R-Type III is one of the most intense shooters to come out for some time. This game is definitely hot, and could pave the way for shooters to come!



KEMCO		
G-2		
CART SIZE	THEME	AVAILABLE
12 MEG	ACTION	AUGUST



G-2, the next generation of assault suit combat is here. Designed as an anti-terrorist weapon, the G-2 mech has a wide variety of weapons at its disposal with which to execute its enemies. G-2 focuses upon fast-paced combat throughout various



spots around the globe. The mission will take you to such dangerous locations as an aircraft carrier, or a heavily armed stronghold. Your mission will not be easy, although you have the G-2, your opponents have the new technology as well. This cart is filled with action and contains a variety weapons to keep the



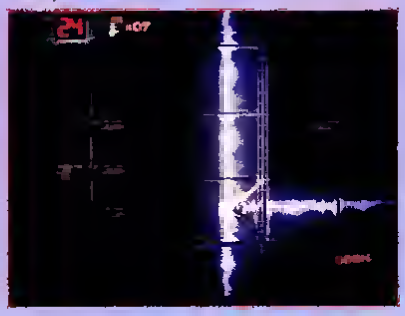
intensity level high, and the swarms of enemies at bay. Are you ready for G-2, the next generation of combat? It'll be a blast!

ACCLAIM		
ALIEN 3		
CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	JUNE

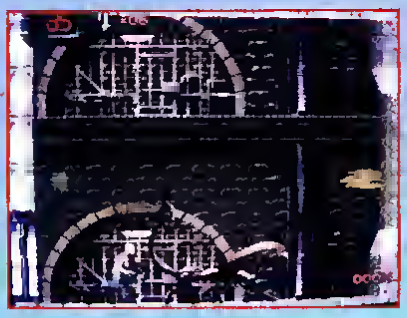
Ripley's back to finally vanquish the terror of the galaxy. When she crash lands on a Penal colony, she unknowingly unleashes the



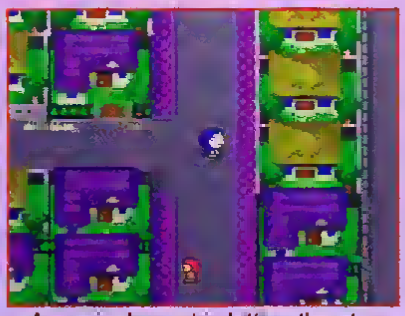
nightmarish aliens on the unsuspecting prisoners. Now she must attempt to save them from the swarms of Xenomorphs who have infested the colony. To help Ripley out in her time of need, she has found some weapons, like the Pulse Rifle, the



flamethrower, the grenade launcher and the grenades. This action-packed game is made even more intense with alien warriors, face huggers, alien guardians, and even the queen attacking our heroine. Fans of the movie trilogy will like this game, because it recreates all the terror of the hit series. Totally cool.



EPOCH OF JAPAN		
DOREMON		
CART SIZE	THEME	AVAILABLE
8 MEG	ACT/RPG	NOW-JAPAN



A comical quest is hitting the store shelves in Japan. It's called Doremon, and it's based on a popular comic strip character. Join Doremon, an atomic-powered cat, as he attempts to free his friends from the grip of an evil being. Doremon



combines action with role-playing. Wander about the town looking for special items that you give to people. To get these items you enter a side-scrolling adventure similar to Mario World. Later on Doremon can fly with the help of a beanie cap. Further into the quest, Doremon will be joined by his friends who will help



fight the evil being. While this game seems to be geared toward kids, any action fan will feel at home in this game's detailed screens.

HUMAN OF JAPAN
SEPTENTRION

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	MAY-JAPAN



An interesting game called Septentrion is coming out for the Super Famicom. Its story focuses on a tidal wave which has struck the yacht in which you were on a pleasure cruise. The result of this natural disaster is that the ship is sinking at



an alarming rate, and is creating a whirlpool. In the churning waters, the ship spins, as it plummets down the ocean's depths. You must somehow escape the ship which is constantly rotating (wow! Mode 7!). You will meet fellow passengers who wish to escape as well. Time is running out, and your chances are slim that you

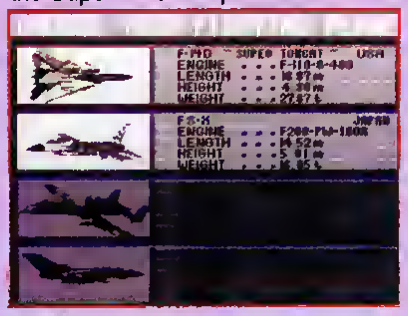


will survive. Septentrion has a fascinating plot, and contains some of the neatest special effects. Hopefully it will come to these shores.

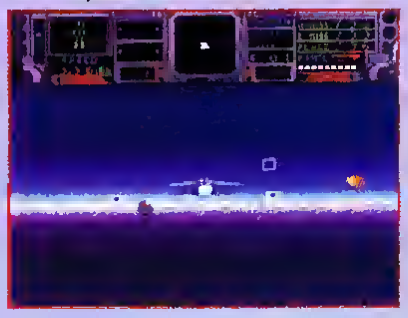
ACTIVISION
SUPER AIR DIVER TENTATIVE TITLE

CART SIZE	THEME	AVAILABLE
4 MEG	SIMULATION	1994

Air Diver has always been a favorite for Genesis players, and now that classic shooter is coming to the Super NES compliments of



Activision. This game features four top-of-the-line fighters equipped to handle just about anything. Scream through the skies in a F-14D Super Tomcat, or buzz the ground in a Thunderbolt II. Each plane has its own capabilities and features.



Through the extensive use of Mode 7, Super Air Diver will simulate a realistic combat zone complete with enemy fighters. Expect to see large bosses and intelligent enemies. A plentiful supply of flight options will keep this cart fresh and new. Super Air Diver looks to be a winner. It can really blow you away!



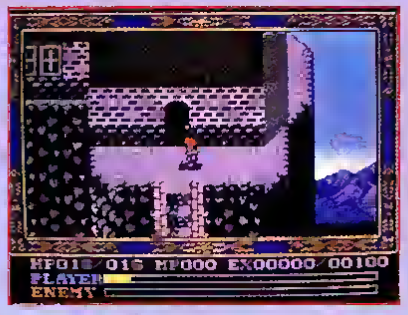
PICTURES ARE PRELIMINARY AND ARE SUBJECT TO CHANGE

TONKINHOUSE OF JAPAN
Y'S IV: MASK OF THE SUN

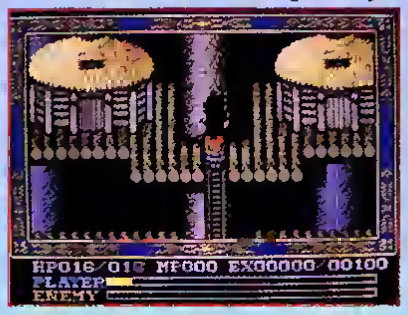
CART SIZE	THEME	AVAILABLE
12 MEG	RPG	UKN.-JAPAN



Continue the epic struggle of Adol as he attempts to free the land of Y's once again from the clutches of evil. Just like before, Adol will have to solve many mysteries, and defeat huge and deadly bosses. Y's IV is a quest that will test the mettle of even



the most skilled players. Graphic cinemas help move the plot along. Fantastic weapons and magic shall be Adol's tools for stopping the destruction. This time, Adol must race against the clock. Whoever can find the ancient Mask of the Sun shall rule the land of Y's for all time. Our hero must travel through many



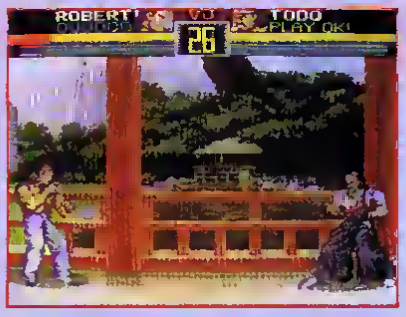
lands of fantasy in search of his treasure. Y's IV contains all the features that made the previous games so popular. Definitely one to get.

K. AMUSEMENT OF JAPAN
ART OF FIGHTING

CART SIZE	THEME	AVAILABLE
16 MEG	FIGHTING	1993-JAPAN

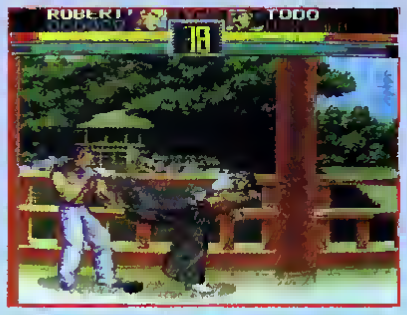


For those of you who are familiar with SNK's Art of Fighting on the Neo•Geo, take note! This awesome fighting game is coming to the Super Famicom, and possibly even the Super NES! This game will be 16 megs of sheer fighting intensity!



The story is about two young fighters, Ryo Sakazaki and Robert Garcia. Each one has pledged to stop the crime boss Mr. Big. They must defeat several fighters to get to their target, while learning various martial arts skills along the way.

This game is loaded with special effects. Along with the standard



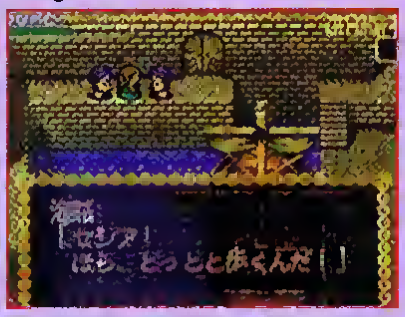
variety of special moves, the game screen zooms in to show the action.

Art of Fighting is a great attempt in the popular fighting genre.

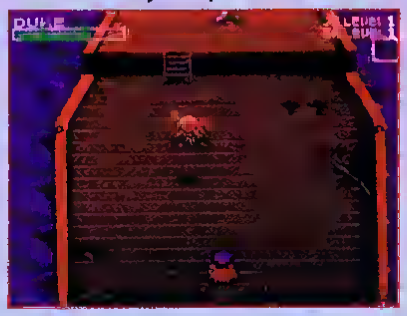
WOLFTEAM OF JAPAN
NEUGIER

CART SIZE	THEME	AVAILABLE
8 MEG	ACT/RPG	NOW-JAPAN

Anyone who liked the Zelda series or Soul Blazer should like Neugier. Like the aforementioned games, Neugier is an action RPG. It is a

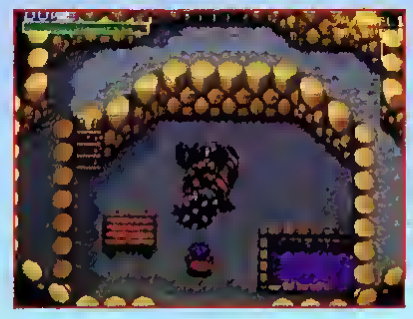


tale of a young lad named Duke who has set out to free his land from the grip of evil. Mystical beasts from legend have started appearing, and the forces of evil are starting their final attack on mankind. Can Duke collect the necessary weapons and items



needed to destroy the monsters?

Despite the numerous action sequences, Neugier is a pretty in-depth RPG. There are many towns filled with people to interact with. Huge bosses break up the monotony of the quest, and often fill the entire screen. Watch for this soft to appear here later this year!



LJN
BATTLE ROYAL

CART SIZE	THEME	AVAILABLE
16 MEG	SPORTS	JUNE

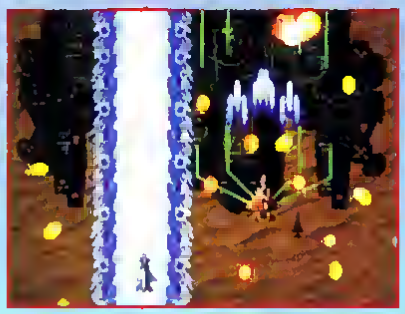
Attention wrestling fans, the latest and greatest wrestling game is here. Control one of your favorite WWF wrestlers as you compete in a battle royal. Do anything you can to survive. Use a variety of special moves, along with the nearby chair to bash anyone in your path to victory. This 16-Meg cart packs enough power to bring the glamour of wrestling into your living room. Can you beat the other wrestlers into submission?



VIDEO SYSTEM OF JAPAN
SONIC WINGS

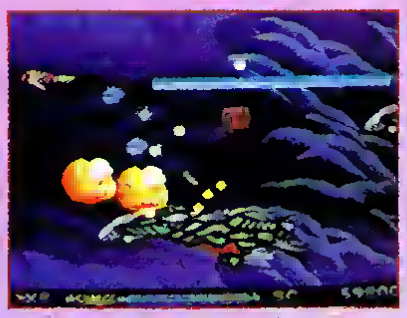
CART SIZE	THEME	AVAILABLE
UKN. MEG	SHOOTER	UKN.-JAPAN

Hien and Mao are two ace pilots sent on a suicide mission. Sonic Wings is the story of these two pilots. This shooter is two-player simultaneous and contains an unbelievable number of power-ups. Look for gigantic bosses, great graphics and hardly any slowdown. This game will test anyone's skill, as the screen is often riddled with bullets. Sonic Wings could be one of the better shooters this year.



ACTIVISION
BIO-METAL
TENTATIVE TITLE

CART SIZE	THEME	AVAILABLE
8 MEG	SHOOTER	AUGUST



Bio-Metal represents a lucrative attempt to create an intense shooter. Many levels of sheer shooting excitement will fill your screen. A major plus for this cart is the plenitude of power-ups scattered throughout the multitude of levels.



Your ship is an advanced prototype fighter equipped for deep space combat. Along with the usual assortment of blasters, you also sport many laser cannons, plasma shooters and other weapons of death. Your ship is also the first cybernetic fighter, allowing it greater maneuverability and strength. It is the Earth's



last hope against the impending armada of alien invaders. Are you a good enough pilot to survive the onslaught of relentless enemies?

KOEI OF JAPAN
AIR MANAGEMENT 2

CART SIZE	THEME	AVAILABLE
8 MEG	SIMUL.	NOW-JAPAN

Air Management (Aerobiz) quickly became a favorite among players once it came out, and now an enhanced sequel is close behind.



Air Management 2 has more features than ever before! Last time, you only had a few ways to increase the number of people on your flights. Now you have the ability to set up travel agencies, hotels, amusement parks and special bargain rates.



The number of planes at your disposal has increased, bringing with it a new air of realism.

Air Management 2 recreates the hectic world of the airlines. Anything a player could want in a simulation is here. The amount of interaction is far beyond most simulators. Hopefully this one will be brought here.



* Screens are preliminary and are subject to change.

TAKARA OF JAPAN
FATAL FURY 2

CART SIZE	THEME	AVAILABLE
16 MEG	FIGHTING	1993-JAPAN



One of the more popular arcade games around lately has been Fatal Fury 2. Its bright colorful graphics and large supply of characters have attracted players to it. With the addition of special moves that are easy to do, this game surpassed the first



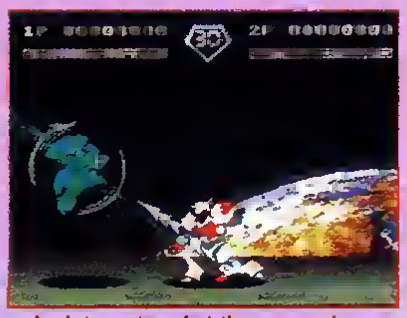
in every way. As with the most popular arcade games, the players began asking if it would come to a home system, and which one. Since most players do not have a Neo•Geo, Takara of Japan has been kind enough to start work on Fatal Fury. 2. While it isn't really playable yet, we have managed to get some pics



on what could be a fantastic translation. How will Fatal Fury 2 turn out? Only time will tell, and when it's finished you'll see it here first!

BEC OF JAPAN
TEKKAMAN BLADE

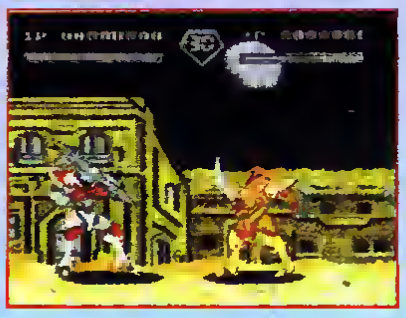
CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	UKN. MEG



An interesting fighting game is on its way to the screens of the Super Famicom. This game features the popular character from the Japanimation series Tekkaman. The game is somewhat similar to Heavy Nova and Black Hole Assault, but the



game play is much better. Tekkaman has a wide forte of moves, and you must master them if you wish to defeat your enemies. This game takes you across the galaxy to the far reaches of space. Fight in a ghost town, a pulsating alien jungle, or even in the weightlessness of space. The various enemies you



encounter have devastating moves like the twirling blade! Tekkaman combines mechs and fighting to create a genuinely entertaining game.

BANPRESTO OF JAPAN
GREAT BATTLE 3

CART SIZE	THEME	AVAILABLE
10 MEG	ACTION	NOW-JAPAN

The line of Super Deformer games just keeps getting bigger, not to mention better. The latest, Great Battle 3 is an action-packed battle



controlling one of the four most popular characters. Battle the forces of evil with the F-91 Gundam, Ultraman Great, Radar RX, or Earth Fighter Roah. Giant bosses straight from the cartoon show and comics will threaten the heroes with terrible weapons.

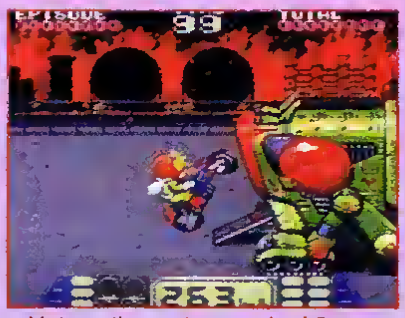


Like the previous two, this one is your basic fighting feast. Expect to see vibrant graphics and smooth animation, thanks to 10 Megs of memory. Great Battle 3 is a good fighting game, and anyone who likes Japanese animation should take a gander at it. It's true to the series, and looks great.



BANDAI OF JAPAN
KAMEN RIDERS-SD

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	JUNE-JAPAN



Yet another action-packed Super Deformer game! This one features the Kamen Riders, a group of motorcyclists with extraordinary powers and skills. In Kamen Riders-SD, the player controls one of the riders through a course of obstacles just



overflowing with cartoony characters to fight. Your opponents will range from slithering slimeballs to evil motorcycle spies. The action for the heroes will get pretty rough, and the bosses are nothing to sneeze at either. Of the more popular Kamen Riders, you get to control Super One, V-3 and Kamen Rider X. No



matter what, this game will astound you with its intensity. Will these brave heroes save the day, or will the forces of evil crush them?

TOHO

SUPER GODZILLA

CART SIZE	THEME	AVAILABLE
UKN. MEG	SIMULATION	1st QTR. '94



Rising up once again is Godzilla, king of the monsters. Join this titanic beast as he rampages through Tokyo. Similar to Godzilla 2, this game is more like a simulation than an all-out battle. In Super Godzilla you control Godzilla, and do battle



with various movie monsters like the gigantic Mecha-Ghidra, who just appeared in Godzilla's latest feature. Any fan of rubber monsters will be taken back by the brilliant graphics and the intense cinemas that are predominant throughout the game.

The story is marvelously simple: destroy as much of the city as



possible while avoiding the other monsters and the Defense Force. Will Godzilla survive? Either way, Super Godzilla is sure to please.

T.H.Q.

ROCKY AND BULLWINKLE

CART SIZE	THEME	AVAILABLE
16 MEG	ACTION	JUNE

That wacky moose from Whattsamatta University is hitting the Super NES with his very own adventure with the appearances



of other famous characters from the show. Rocky the squirrel will lend a hand to help you survive the madness, while Boris and Natasha will attempt to get even with Bullwinkle. Even Sherman and Mr. Peabody will pop up here and there. The Adven-



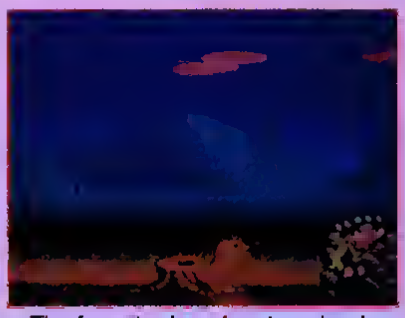
tures of Rocky and Bullwinkle is a game suitable for all ages. Adults will love its witty humor, while the kids will like its action. This game hits on a lot of themes, with action spread throughout. The graphics are taken right from the popular show, and the music is reminiscent of it as well. Bullwinkle lives again!



T.H.Q.

REN & STIMPY

CART SIZE	THEME	AVAILABLE
16 MEG	ACTION	AUGUST



The favorite duo of cartoon land, Ren & Stimpy, is coming soon to your Super NES. It seems that Stimpy has disappeared, and it's up to Ren, the loud-mouthed chihuahua, to save his feline buddy. T.H.Q. is trying to make this game

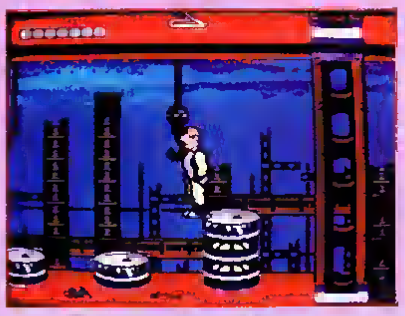


as close to the popular show as possible. The levels are divided up like actual shows. For example, in one of the levels Ren becomes Robin Hoek, complete with bow and arrows. This game should delight fans of the show. It's drawn surprisingly close to the style of the show, and the characters are animated

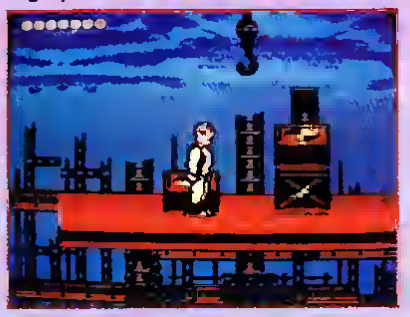


with little personality quirks. If you like Ren & Stimpy, then it's more than likely you'll enjoy this game's zaniness. Happy, Happy, Joy, Joy!

LJN		
CRASH DUMMIES		
CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	AUGUST

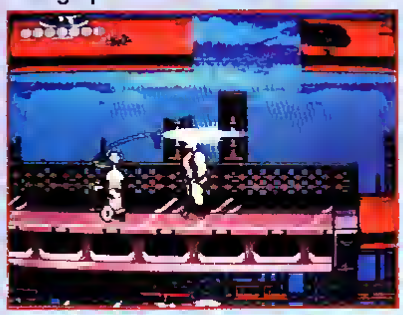


Those safety-minded simpletons are back on an all new adventure on the Super NES! Like the NES version, the Crash Dummies must travel through a spectacle of dangerous objects, like hazardous waste and high-powered water launchers. It's



enough to knock your head off! The life of a dummy is not easy, for you have to jump bottomless pits, climb to the top of high platforms, and battle strange foes.

The many levels hide a great deal of danger, and only by thinking ahead, can you keep yourself from falling apart. Will the Crash Dum-



mies ever learn? The Incredible Crash Dummies is a good action game with subtle educational undertones. It's a smash!

NINTENDO		
SPECIAL TEE SHOT		
CART SIZE	THEME	AVAILABLE
UKN. MEG	SPORTS	UKN.

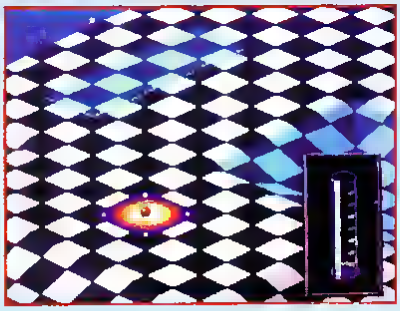
Nintendo is bringing out another game fairly soon. Called Special Tee Shot, this hot cart brings the simple game of golf to all new



levels! Special Tee Shot is on par to a home version of miniature golf, complete with all of the strange obstacles. Four different courses of increasing difficulty will keep most players hooked for a long time. The game is viewed from diagonally



above, and gives the player an overview of all the obstacles. Weird things like teleporters and slug-like creatures will make it hard for the ball to get to the hole. Special Tee Shot will provide hours of fun for anyone who wants a relaxing game. The graphics are sharp and it plays quite well.



SUNSOFT		
SUPERMAN		
CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	4TH QTR. '93

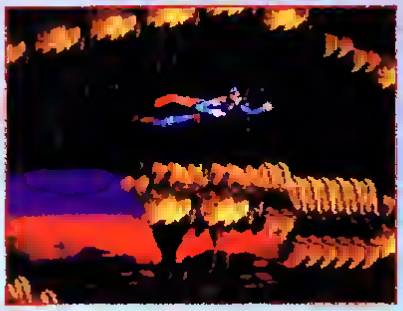


The Man of Steel may be dead in the comic books, but he lives on the Super NES. Sunsoft is reincarnating everyone's favorite super hero, and putting him on an action-packed adventure that will test even his great powers. Superman must go



through level upon level of danger. Fight endless thugs and powerful super villains. It's enough to make even Superman sweat!

The son of Krypton has a variety of special powers to help him take on crime and pestilence. He has awesome strength, the power to shoot a heat ray from his eyes, and



the ability to fly above Metropolis. Who knows what dangers Superman will find? This Superman contains more action than the comics!

SUPER NES BUYER'S GUIDE, RENOVATION & ELECTRONICS BOUTIQUE ARE THROWING A BRAWL, AND YOU'RE INVITED!



HOW TO ENTER:

Complete the entry form below and mail to:

Doomsday Warrior Contest
1920 Highland Avenue, Suite 222
Lombard, IL 60148

DOOMSDAY WARRIOR ENTRY FORM

NAME_____
ADDRESS_____
CITY, STATE, ZIP_____
PHONE(____)_____
AGE_____
SEX: M/F____

CONTEST PRIZES!

1 GRAND PRIZE:
- *$300 Gift certificate at Electronics Boutique*

1 FIRST PRIZE:
- *$150 Gift certificate at Electronics Boutique*

10 SECOND PRIZES:
- *A Doomsday Warrior Game and T-Shirt*

15 THIRD PRIZES:
- *Doomsday Warrior T-Shirt*

Contest Rules:
All entries must be received by September 15, 1993. SNBB or Renovation are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by October 1, 1993. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state/federal taxes, if any, are the responsibility of the individual winners! All judges' decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc., Renovation, or Electronics Boutique and their affiliates are not eligible to enter. Renovation and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likenesses and prize information may be used by Renovation, Sendai Publishing Group, Inc., or Electronics Boutique for any promotional or advertising purposes without further compensation. Not sponsored by Nintendo.

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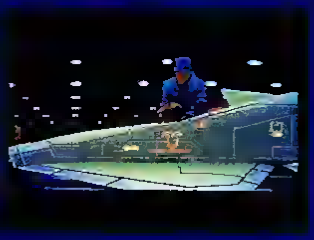
Top Game Honors From
OMNI
COMPUTE
Computer Gaming World
Games Magazine
Game Players Magazine

Kick Some Kilrathi Butt!

Unretouched Super Nintendo Wing Commander Screens



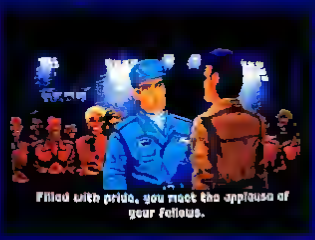
More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi



Trounce the Kilrathi and be a hero- Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an action-adventure movie - *and you're the star!*

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.



WING COMMANDER

The 3-D Space Combat Simulator

A SOFTWARE TOOLWORKS COMPANY
MINDSCAPE

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SUPER NES PREVIEWS

TAZ-MANIA

PUBLISHER	SUNSOFT
AVAILABLE	MAY
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	19
% COMPLETE	90%

OPTIONS

At the time the game was played, there were no beginning options. This is not to say there won't be a difficulty or other game configurable items at production time.

CONTROLLER

Pad: Up
Down: Wake
Select: N/A
Start: Pause
A: Brake
B: Jump
X: Spin
Y: Grab
R: Look
L: Get mad



Control is fine-tuned as any "driving" game demands, with good response time.

STORY

Taz-Mania is a land of sub-tropical wonder, filled with strange creatures and sights including the Tazmanian Devil. This ferocious beast has an unstable appetite and the iron jaws to get the job done. Luckily, it is kiwi mating season and the birds are out in drobes. Unfortunately, there are a variety of fiends who keep interrupting him.



MAGIC MIRROR

This rearview mirror is helpful to see what's coming from behind and passing you.



CRAZY CAST OF FRIENDS OR FOES

BUDDY BOAR



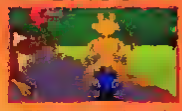
Crazy car phone driver.

PTERODACTYL



Carries you back a few steps.

DINGO



Gives good and bad items.

B. & A. GATORS



If they get you it's off to the zoo.

WENDEL WOLF



He'll block your view.

SHE-DEVIL



Running days are over!

BLUE BIRD



Catch these for extra health.

KIWI BIRD



Get them to finish the level.

RED BIRD



Adds 10 sec. to the clock.

TAZ-MANIA, characters, names and all related indicia are trademarks of Warner Bros. © 1992.

LEVEL 1-1
MAIN COURSE



On this first level your only problems are the occasional trees and plants.

LEVEL 1-2
THE OUTBACK



Telephone poles are added to the road side obstacles. Get ready for the water.

LEVEL 1-3
KIWI CROSS



The first of the water hazards, the side drop-offs are deadly - Taz hate water!

LEVEL 2-1
JUNGLE JUMP



Now the water traps are in the middle of the road, among the palm trees.

LEVEL 2-2
RAINY DAZE



The kiwis get trickier, and the rain doesn't help your visibility.

LEVEL 2-3
JUNGLE NIGHT



Cars are all over the roads on this level; it's worse than a downtown cab ride!

LEVEL 3-1
DESERT DESSERT



Bushrats are first sighted, but slicks and fast curves are a bigger challenge.

LEVEL 3-2
CRAZY CANYON



Fix these roads! The holes are instant death, and the pavement gets slicker.

AND MANY MORE LEVELS!



More Kiwi-grabbing fun with bonus rounds and new traps await....

ALIENS VS PREDATOR

TONS OF CINEMA GORE AND MORE!



PUBLISHER	ACTIVISION
AVAILABLE	JULY
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10
% COMPLETE	95%

OPTIONS

At the start screen you can press select to enter the configure mode. Here you can select from number of lives, continues, controller, music and other sound effects.

CONTROLLER

Pad: Move Predator
Select: N/A
Start: Pause
A: N/A
B: Jump
X: Laser
Y: Special
R: Slide right
L: Slide Left



Control is definable and responds well with its varied attack and techniques.

STORY

A colony on Vega 4 was working on a new subway tunnel when they uncovered a group of dormant eggs. What hatched was a dangerous parasitic life-form. A distress call was sent out and was received by more than the Earth base. The Predator picked up the signal and sensed a bigger hunt was at hand!

POWER-UPS

RHYNTH MEAT

Small energy increase.

PETRA MEAT

Gives complete energy restore.

INVISIBILITY

Invisibility for 15 seconds.

BLUE BOTTLE

Gives moderate energy increase.

TOOLS/MOVES OF THE TRADE



LASER
Many levels of fire; it's special.



JUMP KICK
An serial attack for high foes.



SLIDE
Attsck low foes or trip enemies.



SPEAR
Retractable throwing spesr.



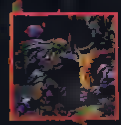
SPIN KICK
Hits enemies on all sides.



DISC
Razor sharp throwing disc.



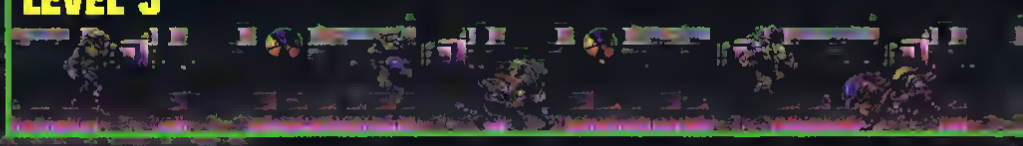
INVISIBILITY
Can't be seen, attack is easier.



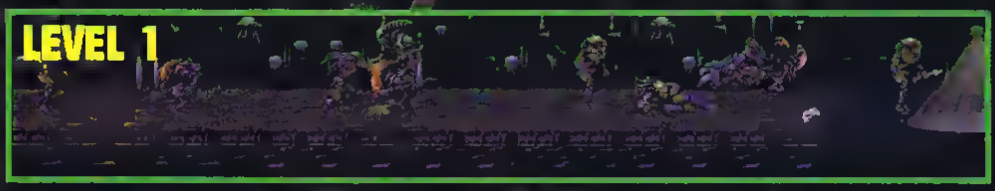
STAB
Slice with wrist knife.



LEVEL 5

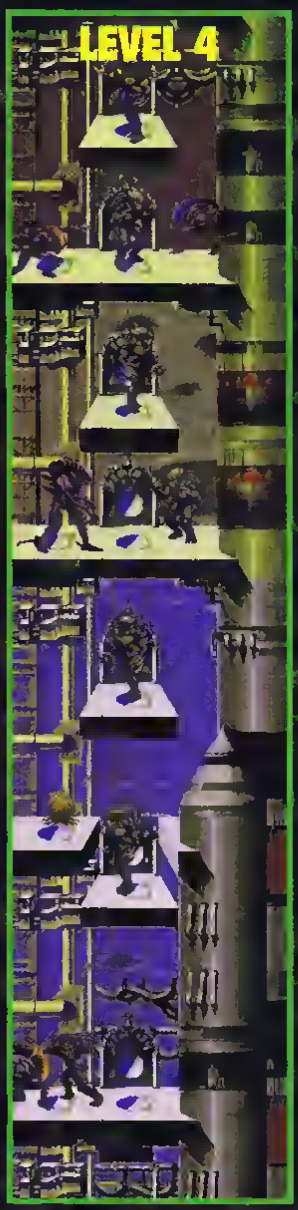


LEVEL 1



The first level is a good practice ground for your offenaive techniques. Learn what movea work best on esch type of alien while the pace is atill alow.

LEVEL 4



As you ride the elevator choose a side to avoid being caught in the middle. It will stop on each platform.

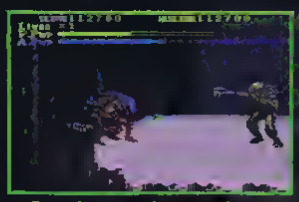
LEVEL 2



The ledges are small here; learn to fight in a tight spot.

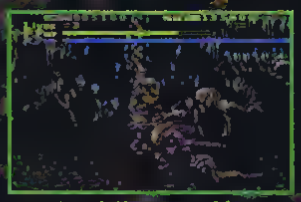


Pick a side to fight on or get trapped in the middle.

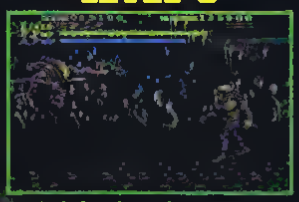


Get close to these apitters to attack in a flurry.

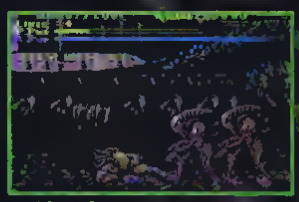
LEVEL 3



Watch tha ground for rampaging cheat-bursters.

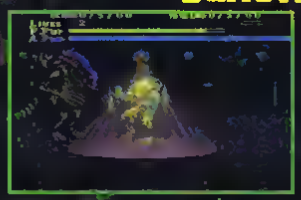


Wait for these jumpers to land and then nail them.



When foes stack up, use s alide to wipe them out.

BEASTLY ALIEN BOSSES ABOUNO!



BOSS ONE

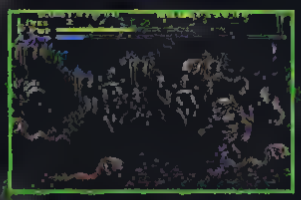
This monster will attack and dive below, learn its pattern.

Here are only a few of the vicioua and gruesome bosaes that are the big game in the hunt. They sre tough and not afraid to fight. Try to get in close and attack fast or for beat results at a aafe distance use your special cannon snd blast. Can you survive these overgrown menaces?



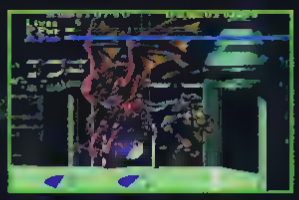
BOSS TWO

With its tough charge and small area, thia one is deadly.



BOSS THREE

Continuously slide to deatroy the cheat-bursting horde.



BOSS FOUR

Attsck this serial alien when it swoops or jump kick it.



BOSS FIVE

Watch out for the big squeeze from this boaa.



SWEEP THROUGH THE SHADOWS...

And Go Wild In The Aisles!

Win a $500 Electronics Boutique Shopping Spree
or one of over 2,000 other prizes.

You could find yourself in the year 2050, running for your life in a race egeinst time, technology end termination . . . or you could enter Dete East's Shadowrun Sweepstakes and find yourself going wild in the aisles of Electronics Boutique. That's right, cruise the store end load up on all the stuff you gotte heve. And when you get to the check-out stand, tell the cashier:

"Put away that scanner, Pal . . . IT'S ALL FREE!"

On top of the shopping spree, Data East will fork over more than 2,000 prizes—trom Shadowrun T-shirts and satin jackets to limited-edition Shadowrun prints by the original Shadowrun artists—in e random drawing ot sweepstekes entrants. And don't forget to play Shadowrun—the hottest strategy-edventure cart ot 1993—and shatter the megaplexes before your friends do.

For info on getting an officiel sweepstakes entry form just check out any package of Shadowrun for the Super NES

. . . and get ready to go wild!



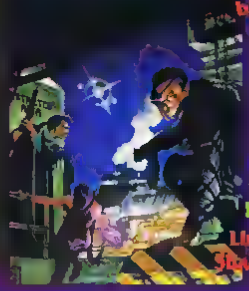


10 FIRST PRIZES
Black Satin Jacket with Embroidered Shadowrun Logo



250 SECOND PRIZES
Shadowrun T-Shirt

GRAND PRIZE
Win a $500 Electronics Boutique Shopping Spree plus a complete Shadowrun Prize Package Including a Shadowrun Jacket, books, games & figures



2,000 THIRD PRIZES
Limited Edition Shadowrun Poster

OFFICIAL CONTEST RULES

NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE

Not sponsored by Nintendo.

1. HOW TO ENTER: (1) Be sure to answer the questions about SHADOWRUN. The answers to the questions can be found by playing the SHADOWRUN game or by sending a self-addressed, stamped envelope to: SHADOWRUN Game Answers, P.O. Box 650, Sayreville, NJ 08871-0656. Requests must be received by September 15, 1993.

(2) Completely fill out the official entry blank (print only) and mail it to: "SHADOWRUN" Sweepstakes, P.O. Box 5135, Grand Rapids, MN 55745-8185. All entries must be received by Nov. 1, 1993. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for multiplied, late, lost, postage-due or misdirected mail. Only one entry per person. All entries become the property of Data East and will not be returned.

ALTERNATE MEANS OF ENTRY: To obtain an official entry blank, rules, questions and answers without purchasing the game, send a self-addressed, stamped envelope to SHADOWRUN ENTRY, P.O. Box 656, Sayreville, NJ 08871-0656. All requests must be received by October 1, 1993. Residents of VT & WA need not include return postage.

2. JUDGING: Winners will be selected on or about November 15, 1993, in a random drawing from all entries received with the correct answers by Marden-Kane, Inc., an independent judging organization who reserves the exclusive right to interpret all conditions in regard to this promotion without claim for damage or recourse of any kind. By participating in the sweepstakes, entrants agree to be bound by the rules and the decision of the judges which shall be final. All prizes will be awarded. Odds of winning depend upon the number of correct entries received. Only one prize per person, family, organization or household.

3. NOTIFICATION: Winners will be notified by mail by November 16, 1993 and Grand Prize winner will be required to sign an Affidavit of Eligibility and Publicity/Liability Release which must be returned within 14 days from date of notification. If the affidavit is not returned within this time period, properly executed or is returned from the post office as undeliverable, an alternate winner(s) will be selected. Winners grant permission for the use of their name, photograph/likeness for advertising and promotion for this and similar promotions without additional compensation.

4. PRIZES: (1) Grand Prize: $500.00 Shopping Spree at Electronics Boutique, plus a complete SHADOWRUN package consisting of Jacket, Books/Game and Figures. Approx. Value $1500. (10) First Prizes: SHADOWRUN satin Jacket. Approx. Value $125.00 ea. (250) Second Prizes: SHADOWRUN T-Shirt. Approx. Retail Value $15.00 ea. (2000) Third Prizes: SHADOWRUN Poster. Approx. Retail Value $10.00 ea.

5. GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prize. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness.

All taxes are the sole responsibility of the winners. Grand prize winner may elect to receive $500.00 cash in lieu of the Electronics Boutique shopping spree, otherwise no prize substitution permitted except by sponsor due to unavailability, in which case a prize of equal or greater value will be awarded. Prizes are not transferable.

To claim the grand prize they must be accompanied by their parent or legal guardian on the shopping spree.

6. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of DATA EAST, its divisions, subsidiaries, affiliates, advertising and promotion agencies and any other persons or agencies involved with this promotion are not eligible. Void in Puerto Rico and where prohibited by law and subject to applicable federal, state and local laws and regulations.

WINNERS LIST: For the names of the winners available after November 16, 1993 to December 31, 1993, send a self-addressed, stamped envelope to SHADOWRUN Sweepstakes Winners, c/o Marden-Kane, Inc., P.O. Box 713, Sayreville, NJ 08871-0713.

DATA EAST

Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA 95125
Tel: 408/286-7074

SUPER NINTENDO ENTERTAINMENT SYSTEM

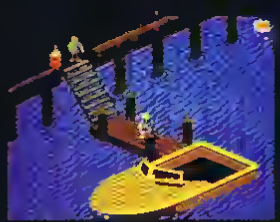
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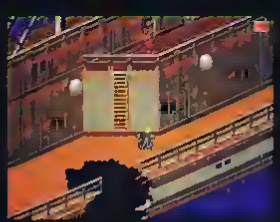
SHADOWRUN®

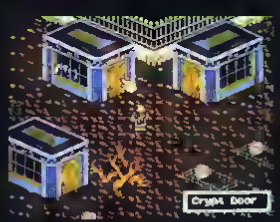


SUPER NINTENDO ENTERTAINMENT SYSTEM

Watch your back... shoot straight... and never, ever, cut a deal with a dragon.







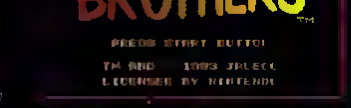
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SUPER NES PREVIEWS

BRAWL BROTHERS



PUBLISHER	JALECO
AVAILABLE	NOW
THEME	ACTION
MEGABITS	12
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	10
% COMPLETE	95%

OPTIONS

Loaded with options like angry mode, music and sound effects, number of players, number of continues, two-player hit mode, difficulty, controller and more...whew!

CONTROLLER

Pad: Move
Dash
Select: N/A
Start: Pause
A: Special
B: Jump
X: Pose
Y: Attack
R: N/A
L: N/A



A configurable control that allows auto or manual dash, with good response.

STORY

While Hack and Slash coach the new trainees on the finer points of self defense, three of the gym's best fighters are kidnapped. You find out they were taken by a group of thugs whose leader is on a psycho clone kick. This guy plans on making a super clone army and doing who knows what. Can you free your friends?



HACK

Fast on his feet, a very tough street fighter.

SLASH

A bit slow but his power makes up for it!

Characters perform damaging moves in the angry mode.

LORD J.

Big dude with a black belt in karate.



WENDY

A very powerful lady; don't count her out.



KAZAN

A skillful ninja with speed and technique.



TASTY POWER-UPS AND WEAPONS



CANDY	CHEESE	PANCAKE	PIPE	HAMMER	BAT	SHOTGUN
Restores 1/4 of life.	Restores 1/2 of life.	Restores 1/6 of life.	Slow, long range.	A heavy hitter.	Quicker and tough.	Fire many shots.

FIRST AID	JUICE	CHICKEN	DUMBBELL	BOMB	KNIFE	ROCK
Restores all life.	Restores 1/2 of life.	Restores all life.	Toss at enemies.	Throw to flame foes.	Throw once.	Hurl the rock.



EXCITING TWO-PLAYER ACTION!

In the versus mode, fight a friend as any of the five characters. You can even battle as the same player if you want.
There is also a two-player simultaneous mode. In this mode you can play with a friend and work with or against each other.





MAP OF THE CITY

This map of the city lets you know exacly where you are and helps you see how far you have to go to invade the rival turf.

STAGE 1

This first level is your chance to practice your moves. The enemies are slow, weak and very small in number. Now is the time to perfect your dashing techniques and hit them when they're down.



Watch out for the helicopter sniper on the bridge.



The sewer is a maze with real running water - don't drink it!



Dodge Wendy's rope dive, and slam her.

STAGE 2 - THE JUNGLE AND TRAINING COMPLEX



In the jungle look out for land mines, snd use them on foes.



The elevator platform is deadly if you're knocked off.



Here's your chance for revenge on the helicopter.



Kazan's room rotates - watch out for the spikes and stars.

STAGE 3- THE ROOFTOP AND COMMAND CENTER



Stand on the ledge and knock them off the building.



The building is another maze with elevators that move you.



Hide behind the electric tiles to knock into him and fry him.



Look out for Hack's fireballs and vicious slides.

SUPER NES PREVIEWS



PUBLISHER	IREM
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	40%

OPTIONS

There are really no options to speak of quite yet. The cart is still in the early stages and an options screen can still be put in. You can continue up to three times.

CONTROLLER

Pad: Run, crouch, etc.
Select: N/A
Start: Pause
A: N/A
B: Jump
X: N/A
Y: Attack
R: N/A
L: N/A



The control is good, but there is not too much you can do besides jump and attack.

STORY

At the present time, there is no story fully contrived. However, the setting is in an urban landscape, where you must race through construction sites and sewers while fighting all sorts of rats, hamsters, hippos and even the occasional human gangster. Cars will try to run you over and you must grow new hair for better results!

Level One: Enter The Big City Streets!



Hook onto the yellow bricks, and swing to the next floor!

Keep your spikes on; there are plenty of enemies about!

Use the terrain to help, like jumping on the umbrellas.

Level One/Two!





This car just goes straight.



These trucks dump barrels.



Watch for the hood of the car!



A thug tosses bombs!

Race down this street after the gangsters. You could be run over, so be careful, and also keep an eye in front of you for any stray items!



Boss 1 is a thug with a gun that is in a van!

Hair Raising Weapons!

Mohawk!



You can throw the blade or use it as a springboard!

Spiked Hair!



Use this to flip enemies or to cling to ceilings!

Ponytail!



Used for a whip or to swing on!



Various Rodent Goodies!

Half Way



You will continue here should you lose a life.

Level Exit



What everybody wants! Search high and low.

Trash/Gifts



These contain the hair power-ups for you!

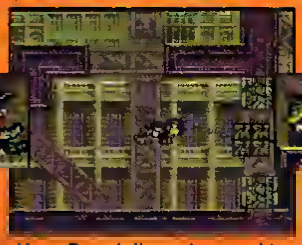
Bonus Points



Level Two/One On the Go In Metro Tower!



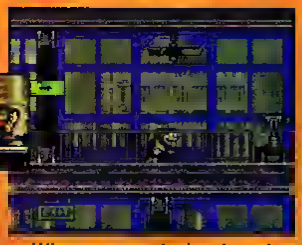
Tread carefully, there are breaking objects everywhere!



Your Ponytail can be used to bring down many obstacles!



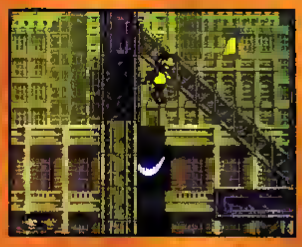
Make sure to find the hidden Mohawk for better help!



When encountering turret guns, just run and jump past!

This Is Sure One Big Place To Be In!







Use the Mohawk wisely to get to higher/secret areas!



Pick up the Ponytail icon.



Get here and grab the spike.



Swing on this for power-ups!



Get to the next floor In this.

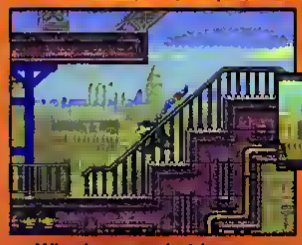


Travel here for a Mohawk.

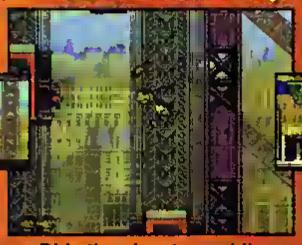


Use weight to balance this.

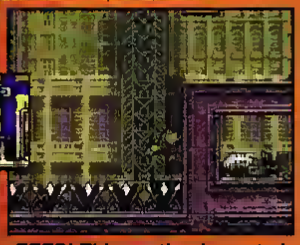
Level Two/Two The Rest of Metro Tower!



Who knows what horrors these stairs will lead you to.



Ride the elevators while dodging thrown bottles!



EEEP! This section is coated all over with tons of spikes!

The Sewers



Oddly enough, the sewer is covered with lava!

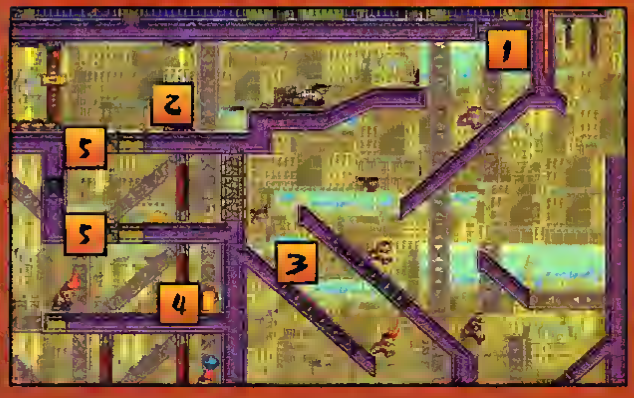


Get the hair-heater and turn into a springhead!



Watch out! You don't know where the ahafts lead to.

Ready For Some Dips and Turns?





Watch for the falling floor!



Dash across, when not on.



Head here for extra goodies.



Get the Pony-tail here.



Break through these floors.



PUBLISHER	INTERPLAY
AVAILABLE	AUGUST
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	85%

OPTIONS

There's a difficulty setting and options to turn the music and sound on or off. You can also set the announcer's play-by-play calling on or off. There's also a password feature.

CONTROLLER

Pad: Steer vehicle
Select: None
Start: Pause
A: Slipsauce
B: Accelerate
X: Nitro
Y: Missile
R: Steer right
L: Steer left



It's easier to steer the car with the control pad than the front left and right buttons.

STORY

Head out to the track in the most rocking race in the universe. Pick from an assortment of drivers from humans to aliens. Then put your driving skills to the test on some incredible race coarses from Earth and other worlds. Listen to the ongoing play-by-play announcing of the race and the Rock-N-Roll soundtracks!

CHOOSE THE DRIVER WHO POSSESSES YOUR RACING STYLE PREFERENCE

SNAKE SANDERS



SYSTEM: TERRA
BEST ABILITIES: ACCELERATION, TOP SPEED

CYBERHAWK



SYSTEM: SERPENTIS
BEST ABILITIES: ACCELERATION, JUMPING

ALEXIPHYR



SYSTEM: BOGMIRE
BEST ABILITIES: JUMPING, TOP SPEED

KATARINA LYONS



SYSTEM: PANTEROS V
BEST ABILITIES: JUMPING, CORNERING

BILLY BADLAND



SYSTEM: XEND PRIME
BEST ABILITIES: ACCELERATION, CORNERING

TARQUINN



SYSTEM: HALODINE
BEST ABILITIES: TOP SPEED, CORNERING



CHOOSE YOUR VEHICLE



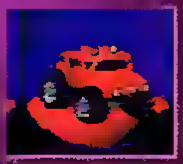
Before the race, you must select and purchase from three racing vehicles in any of five colors. The dealer's purchase price is $18,000.



MARAUDER



COMMANDO



DIRT DEVIL

LOAD UP ON SOME WEAPONS

MISSILE
Launch lethal missiles at cars in front of you.



NITRO
Lets you turbo boost right past the other cars.



SLIPSAUCE
Lay oil slicks on the track to make cars slip.



CHECK OUT THE UPGRADES YOU CAN BUY FOR YOUR CAR!

ENGINE	SHOCKS	TIRES	ARMOR
 COBRA MARK VII STANDARD	 GRASS HOPPERS STANDARD	 TRACK MASTERS STANDARD	 DEFENDER STANDARD
 WAR HAMMER $10,000	 HYDRO SPRINGS $5,000	 ROAD WARRIORS $7,000	 RHINO SKIN $8,000
 SUPER CHARGER $30,000	 HYDRO TWINPACKS $15,000	 SUPER MUD WHUMPERS $21,000	 SABRE TOOTH $24,000
 ATLAS POWER BOSS $60,000	 ATLAS POWER LIFTS $30,000	 ATLAS POWER CLAWS $42,000	 ATLAS POWER PLATE $48,000

HELPFUL RACING STRATEGIES



Get a great jump on the other cars by using the nitros!



Sometimes being in front will invite trouble from drivers.



Be sure to keep track of your supply of ammunition on top.



Make straight jumps from the ramps or fall off to the side!

ONE OR TWO PLAYER RACING





RACE FOR THE CUP!

Out of the four drivers who race, only four can finish for a prize. You also accumulate points depending on where you finish in the race.



SUPER NES PREVIEWS



PUBLISHER	HOT-B
AVAILABLE	JUNE
THEME	SPORTS
MEGABITS	8
PLAYERS	1
DIFFICULTY	HARD
LEVELS	N/A
% COMPLETE	95%

OPTIONS

While it is only one player, you can choose to play a new game, enter a password from previous games, or enter an options screen for a sound test.

CONTROLLER

Pad: Drive and Fish
Select: None
Start: Pause
A: Reel/drive
B: Map/Back
X: Menus
Y: Select area
R: Speed Up
L: Speed Up



The control is easy to use and there are many button choices depending on the area.

STORY

There is an ongoing fishing tournament and you're invited! Hop in your Bass boat and cruise the lakes in search of the biggest Black Bass in the lake. You will face many competitors who are after the same goal. There is a time limit to bring back the most Black Bass. Those who finish in the top ranks go on to later rounds.

Stage 1: Skywater

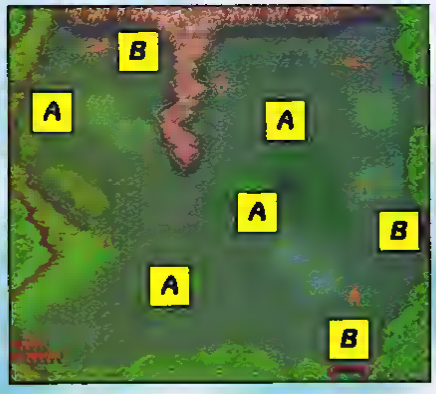
Skywater is a beginner's lake filled mostly with Black Bass. However, many locations feature huge fish like Rainbow Trout to add to the collection. Since this is the first level, only Black Bass are allowed. Variable weather conditions can really change the game, too! Keep an eye on the Fish Finder to track the catch.

A Bass

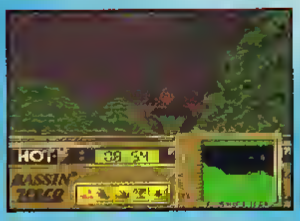
Bass can usually be found in the locations marked with an 'A'. Find these fish first!

B Giants

If time allows, look for the big fish in locations marked with a 'B' for large amounts of points.



SEARCH THE LAKE FOR BLACK BASS!



The radar gives the location of fish below the surface.

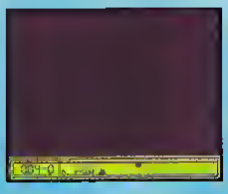
Begin by cruising around the lake looking for 'hot' spots of fish. Watch the Fish Finder to see where they are. Then, select a lure, aim the shot, and start fishing. Sometimes, you might find other fish like Rainbow Trout, Catfish and little Bluegills.



Cruise around the areas where many fish lie in wait.









GO TO THE WEIGH STATION



Get your fish weighed-in at the on-shore ceremony.



If your weight falls short, you won't go to the later levels.

HELPFUL INFO

When you need help with fishing, you can access these helpful hints at any time. Learn about the best locations and temperature regions.



FISHING INFO
Need help? Look here!



LIVEWELL
See what fish you have.



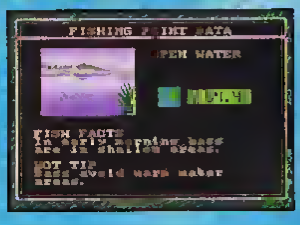
ANGLER DATA
See your statistics.



TOP 10 UPDATE
See who's in first!



REMOVES MAP
Larger view of lake.





BONE-CRUNCHING!



Super High Impact

Super High Impact for Super NES™ brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

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SUPER NES PREVIEWS

Bram Stoker's Dracula

BRAM STOKER'S Dracula™

PUBLISHER	SONY IMAGESOFT
AVAILABLE	SEPTEMBER
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	16
% COMPLETE	90%

OPTIONS

As of this early date the version shown here does not have any user configurable options. It must be noted that this is a preliminary copy and that it will change by release.

CONTROLLER

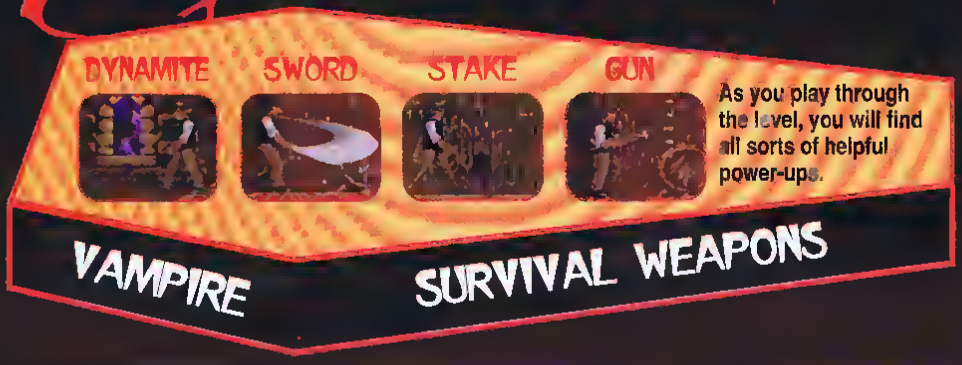
Pad: Move, jump, etc.
Select: N/A
Start: Pause
A: Sword
B: Jump
X: N/A
Y: Special
R: N/A
L: N/A



Controller motions are good at this stage and have the possibility to even go beyond.

STORY

John Harker went to Transylvania on business and found that his host had strange habits. While there, Harker encountered three exotic women who held him captive, sucking his blood. Now he must try to escape and destroy the evil lord Dracula. Based on the hit movie, the game follows the story of the vampires and our hero.



R.I.P. ICONS

KEY
Used to open passages.

1-UP
Pick up this icon for an extra life.

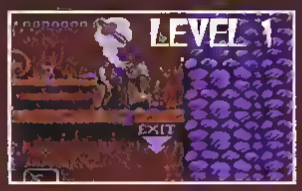
POTION
Restore your energy meter.



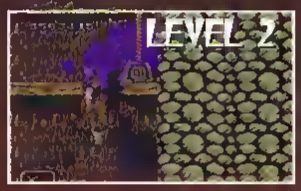
Traps await you both inside and outside the castle.



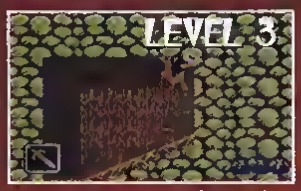
Find these giant Tarot cards that act as checkpoints.



This helpful man will tell you what weapon is on the level.



You must use your head as well as your wits to get by.



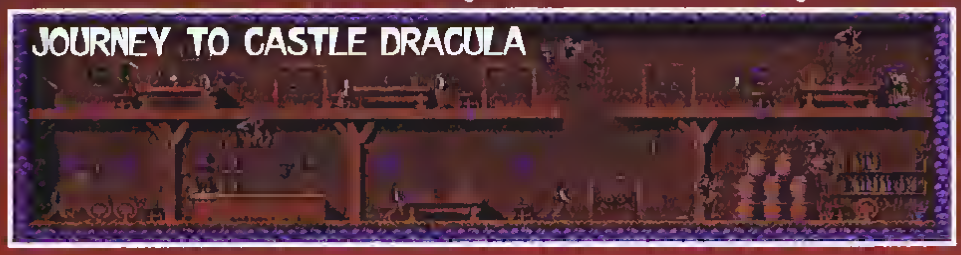
Many surprises await you like secret walls and hidden areas.



No small bosses here: they are all big and fierce.



Are you brave enough to take on the Big D himself?



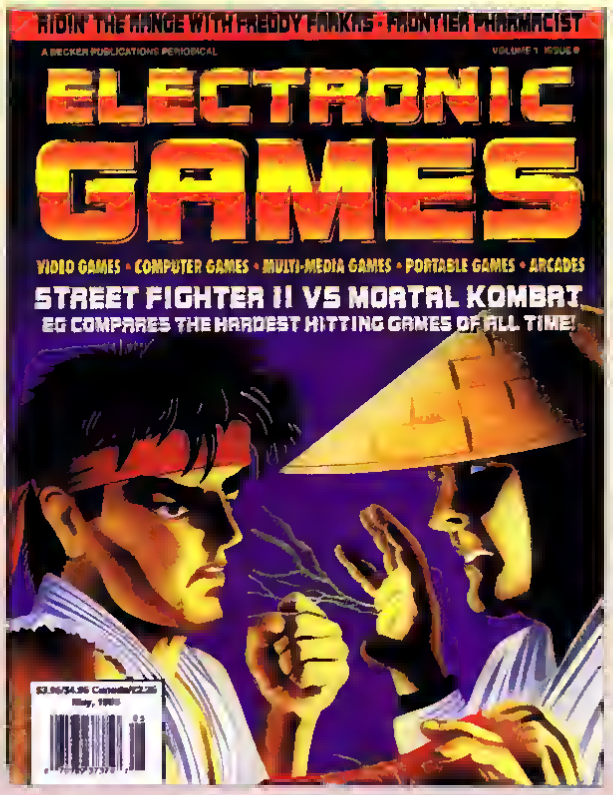
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SUPER BASEBALL 2020

PUBLISHER	TRAOEWEST
AVAILABLE	JULY
THEME	SPORTS
MEGABITS	12
PLAYERS	1 OR 2
DIFFICULTY	MOOERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

Options include one- or two-player games with choice of team and starting pitcher. There is also a password feature that's given after each game to save a series' progress.

CONTROLLER

Pad: Base select
Select: N/A
Start: Pause
A: Swing/Pch
B: Lead/Feint
X: Bunt
Y: N/A
R: Time out
L: Time out



Control changes for pitcher and hitter. Timing is very crucial and is handled well.

STORY

It's baseball as usual but with a robotic twist. Sure the token humans are there, but it's the power ups and add-ons that make this a unique game of ball. With a little spending cash you can power up the hitters or pitchers and play hard ball, but so can the other team! This power-up adds a new dimension of strategy to an old theme.

THE EXCITING LEAGUE



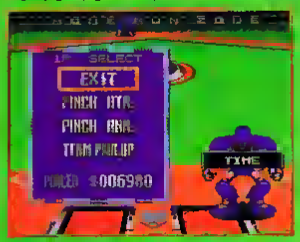
This is the first set of teams. Each one has different strong and weak points.

THE FIGHTING LEAGUE



The second set of teams is also made of male and female players as well as robots.

THERE ARE MANY GAME-TIME OPTIONS!



Choose from pinch hitter, runner, or power up a batter.



Get a relief pitcher or charge them up (better than 'rolds).

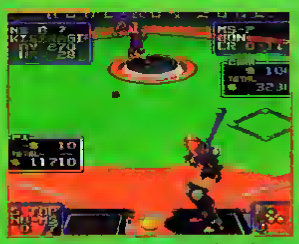


Keep your eye on the field and know the zones.

MULTIPLE VIEWS GIVE A REAL FEEL FOR THE GAME



Keep your eye or sensor on possible base stealers.



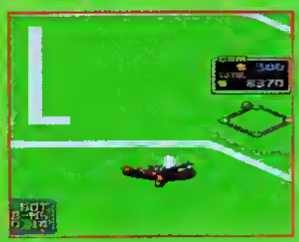
From the batter's view it looks all too easy.



Follow the ball's shadow in the outfield view.



It's up close and personal when robo-ref calls the play.



Slide, run, or jump for that critical pop fly.



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THE #1 ALL-SEGA VIDEO GAME MAGAZINE

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F0137

SUPER NES PREVIEWS



PUBLISHER	KOEI
AVAILABLE	JULY
THEME	ACTION
MEGABITS	10
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	9
% COMPLETE	95%

OPTIONS

You can access an option screen that will let you configure the number of players, battle animation views of the Allies or the Japanese, and the level of difficulty.

CONTROLLER

Pad: Toggle choices
Select: None
Start: None
A: Choose
B: Cancel
X: None
Y: None
R: Change
L: Screens



Hold both the L and R buttons down to change between command screens.

STORY

The Japanese surprise attack at Pearl Harbor on December 7, 1941 propelled the U.S. into WWII. For the next four years, the U.S. Pacific fleet led the allies in a vicious fight to conquer the Japanese Imperial Forces. You will have the opportunity to play either the Allies or the Japanese to try to change the outcome of the war.



P.T.O.™

Pacific Theater of Operations

OPTIONS

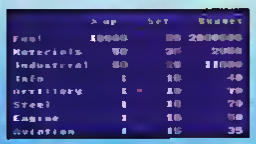
Choose game options like scenario, animation, difficulty, or fighting with the allies or the Japanese.

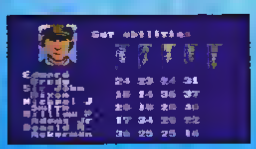




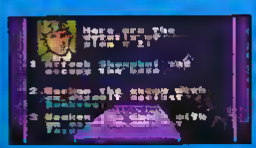
PREPARATIONS

Before the war, make preparations and set your budget, set your officers' abilities, assign their responsibilities, and make military proposals.









MAN YOUR CONTROLS



PORT: Supply ships, take shore leave, depart from port, red alert, lay mines, remove mines, show location of mines.
REST: Take one day off duty, re-supply fleet, display repair status, set days for repair.
FIX: Make urgent repairs, make total repairs, modify warship, build warship, modify fighter, modify rocket.
ORD: Fleet status, base status, arrange formation, scuttle warship.
INFO: Radio ban, retrieve enemy info, special forces, results, report, show fleet.
DATA: Nation, officers, allies, base, key battle, victory goal.
CONF: Set goals, produce arms, internal, diplomacy, base policy, raise skill, etc.

GET A VIEW OF THE BATTLES

When the battle gets intense, you can view some cool animated sequences displaying the exchange of fire.



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MPLP3



PUBLISHER	GAMETEK
AVAILABLE	MAY
THEME	RACING
MEGABITS	12
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	100%

OPTIONS

You can pick either practice modes with motorcycle or jet ski, or you can participate in a regular race. Choose between vehicles in the practice mode.

CONTROLLER

Pad: Basic right/left
Select: N/A
Start: Pause
A: accelerate
B: accelerate
X: accelerate
Y: accelerate
R: right turn
L: left turn

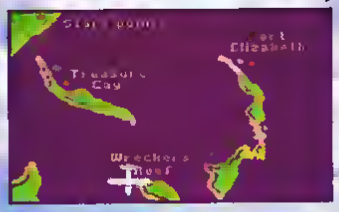


The controls are very basic and easy to learn. Good response from the vehicles.

STORY

Take the Kawasaki Carribean Challenge! You must race across various racing courses in souped-up bullet-bikes and tricked-out jet skis! Your opponents aren't about to make things easy on you, either! Intense racing action and exciting competition await you with Kawasaki Carribean Challenge by Gametek!

Beautiful Island Racing Awaits!



The Challenge takes place on three different islands. Each one has its own unique challenges and obstacles. Check out the beautiful digitized screens!





You'll have to cross many obstacles, like this bridge.



Watch for the other drivers when attempting to pass.

CARIBBEAN Kawasaki CHALLENGE





Motorcycles

You will be able to race 600cc, 750 cc and 1100cc Kawasaki Ninjas®.

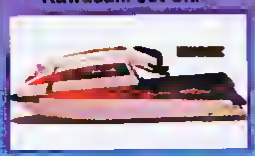






Jet Ski®

Hit the waves with either a 550cc, 650cc or a 750cc Kawasaki Jet Ski®.







Beware of the Course Hazards!



Oil- Very slippery! Avoid it!



Water- Just as slick as the oil is.



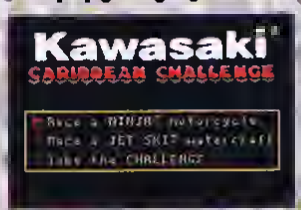
Whirlpool- Throws you off course!



When racing in the water, try your best to get an early lead.



You can win more races easily by getting a good start.



You can select one of three basic playing modes.



EGM's TOP TENS

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Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / CONTRA 3
2. SNES / AXELAY
3. SNES / TMNT 4
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / SPACE MEGAFORCE
7. SNES / OUT OF THIS WORLD
8. SNES / BATMAN RETURNS
9. SNES / ZELDA 3
10. SNES / SUPER MARIO KART
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / TINY TOONS ADVENTURES
15. SNES / BUBSY
16. SNES / CYBERNATOR
17. GENESIS / SONIC THE HEDGEHOG 2
18. GENESIS / X-MEN
19. GENESIS / NHLPA HOCKEY '93
20. GENESIS / TAZMANIA
21. GENESIS / MORTAL KOMBAT
22. GENESIS / ALIEN 3
23. GENESIS / FLASHBACK
24. GENESIS / BULLS VS. BLAZERS
25. GENESIS / ROAD RASH 2
26. GENESIS / TERMINATOR
27. GENESIS / STREETS OF RAGE 2
28. SEGA CD / CD SONIC
29. SEGA CD / NIGHT TRAP
30. SEGA CD / SEWER SHARK
31. SEGA CD / WONDER DOG
32. SEGA CD / MONTANA FOOTBALL CD
33. TURBODUO / GATE OF THUNDER
34. TURBODUO / BONK'S REVENGE
35. TURBODUO / LORDS OF THUNDER
36. NEO GEO / WORLD HEROES
37. NEO GEO / VIEWPOINT
38. NES / SUPER TECMO BOWL
39. NES / TURTLES 3
40. NES / SUPER MARIO 3
41. NES / YOSHI
42. NES / MEGA MAN 5
43. GAMEBOY / SUPER MARIO LAND 2
44. GAMEBOY / METROID 2
45. GAMEBOY / MEGA MAN 2
46. GAMEBOY / DR. MARIO
47. LYNX / NFL FOOTBALL
48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through May 31, 1993.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222 Lombard IL 60148



Wolfchild

PUBLISHER	VIRGIN
AVAILABLE	JULY
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	5
% COMPLETE	100

OPTIONS

Wolfchild has three difficulty settings/skill levels Eesy, Normal and Hard. There is also an option allowing you to customize the controls to your liking.

CONTROLLER

Pad: Move
Left or Right
Select: N/A
Start: Pause
A: Weapon
B: Jump
X: Bomb
Y: Fire
R: N/A
L: N/A



The control is adequate with the jump move taking some practice to master.

STORY

The Sega CD hit Wolfchild has made it to Super NES! As Saul Morrow, you are taking revenge on the people who killed your parents. They were murdered by a group of killers. However, your father was a famous genetic engineer, and you can utilize his potions - most notebly becoming helf-men/half-wolf: Wolfchild.

TRANSFORMATION AND POWER UPS/ICONS:



TRANSFORMATION: This item will allow you to change into Wolfchild! As Wolfchild you can use shots for attacks which can become more powerful with each power-up obtained, as well as perform other physical feats that can only be executed while in this statual Some of these include destroying bricks by jumping on them!



OTHER IMPORTANT MOVES:



Bricks end Crates: These items can be punched or shot. In the case of crates, they will reveal power-ups, or with bricks, they could leave either power-ups or secret passages.

Special weapons can be found in various levels! However, they are limited!

ROTATING BLADES:



Shoot spinning blades that angle down!

FIREBALL:



Flying, powerful fireballs just don't stop.

SHIELD:



A temporary shield to guard you from harm!

GRUELLING STAGES AND SINISTER BOSSES:

STAGE 1: WOLF SHIP

The first stage takes place on a giant airborne ship where enemies abound-grounded and flying!



Beware when climbing the masts: fliers swoop down from the sky to inflict damage!





Punch the crates for hidden power-ups, or save the crates that shield you from enemy shots!



The first boss glides in with a firebomb, then he attacks with slow fire-balls! Get to the right, behind it, and use shots or punches to defeat it.

STAGE 2: JUNGLE



Into the deep jungle you must venture - use the trees to climb and look for several secret passages along the way.

Move everywhere here - there are secret passages throughout this level, like in these rocks!





Use the metal escalators (left) to take you to the top of areas beyond jumping reach!



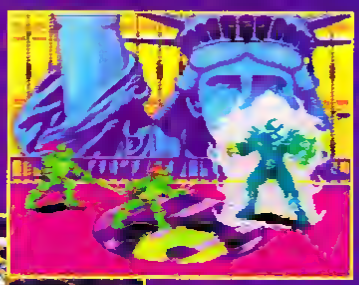
The second Boss is a robot that disappears and reappears at will! Learn his pattern to predict his movements and strike when it appears!

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SNES8



PUBLISHER	NINTENDO
AVAILABLE	NOW
THEME	FLIGHT SIM.
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	13
% COMPLETE	100%

OPTIONS

Besides the four controller combinations there is a training mode. In this mode you can practice all your techniques. Another option is that you can start on any level.

CONTROLLER

Pad: Plane control
Select:
Start: Pause
A: Bomb
B: Brake
X: Turbo
Y: Fire
R: Roll left
L: Roll right



There are four different pre-set controller configurations, all with decent response.

SUPER REVIEW

StarFox is truly a cart that breaks new ground in home video gaming. The graphics, while not incredibly detailed, are fast and smooth with no slowdown. The sound support is very impressive and the voices are a treat, especially in the ending sequence. Great game play makes this cart a blast to play.

- Martin Alessi

STARFOX

IMPORTANT ICONS



MULTIPLE RINGS
Recharge shield or sre checkpoints.



EXTRA BOMB
Adds an sxtra Nova Bomb, max. of five.



POWER SHIELD
Limited invincibility from damage.



TWIN SHOT
Fixes wing if broken or gives double firepower.

TAKE CONTROL OF THE STAR SYSTEM



TRAINING MISSION

Gain vsiusble experience in the trsining mode. Fly through rings and practics shooting down enemies.



MOVE OVER MODE 7?

With its new technology geared toward graphics and sounda, especially in 3-D games, is it the next step?



GALAXY MAP

There sre three different psths to choose from in: Incressing order. Take the chsllenge if you're up to it.

STARSHIP BATTLE TECHNIQUES

BOOST/BRAKE

Use a well-timed turbo boost or a quick brake to hslp nsvigate doors and other obstscles you'll run into.

ROLL

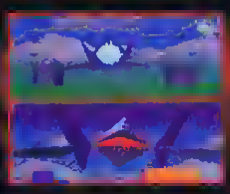
Rotste your ship a full 360 degrees to make it through the narrowest gaps and around fsst obstacles or shots.

NOVA BOMB

This super blast can destroy smaller ships and damage larger cruisers. It is limited so use it wisely.

MULTI VIEWS

Change your view to keep your tsrgets in aight. Switch from a cockpit view and a crosshair view.







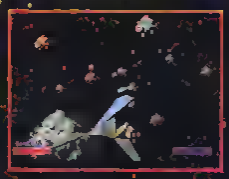


LEVEL 1-MIDDLE PATH; CHALLENGE: EASY

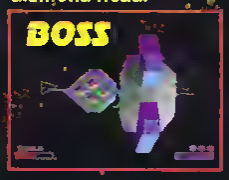


CORNERIA
Watch out for the obstacles. Take out the Attack Cruiser one piece at a time.





ASTEROIDS
Dodge the barrage of asteroids. Hit the Rock Cruiser in the dismond head.





SPACE ARMADA
Negotiate pillers inside. Fire on the well gun to defeat the Atomic Core.





METEOR
Watch the tight squeeze on the surface. Dancing Insector has tricky moves.



Check out the secret in Tricks to get in the Black Hole only in SNBG!!



LEVEL 2-UPPER PATH; CHALLENGE: MEDIUM





CORNERIA
Fly through rings for s bonus. Kill the Attack Cruiser with the ssme technique as level 1.



SECTOR X
Weave through the flosting pillsrs. Again the Rock Cruiser must bs hit at the top.





TITANIA
Look out for large droids. Professor Hangar is a three pod mess of trouble.



LEVEL 3-LOWER PATH; CHALLENGE: HARD



CORNERIA
This first stage will challenge you. The Destructor is s tough tank, hit the tops first.





ASTEROIDS
This field is tougher with more enemies. Bewere of the Blade Barrier's tractor beam.





SUPER NES

STORY

You are a clever fox in charge of a trio of space critters. The object of your mission is to stop evil Emperor Androv and his plans to overthrow the Rairatto system. Armed with a blaster and bombs, it's up to you.

GRAPHICS

MARTIN 86%
ROWARO 72%

Filled with a variety of 3-D polygons in deep space with multiple colored scrolling backgrounds.

AUDIO

MARTIN 83%
HOWARD 68%

Funny animal gibberish breaks in from your comrades as a light soundtrack and effects play on.

GAME PLAY

MARTIN 92%
HOWARD 87%

Several power-ups and challenging flying techniques keep the game play fresh and fun.

DIFFICULTY

MARTIN 81%
ROWARR 88%

With three different levels of difficulty to choose from, it caters to players with all skill levels.

SUPER REVIEW

There is plenty of high-flying action as you dodge and weave through space. Yet the graphics and sound just aren't up to par. From an advanced standpoint there is an obvious lack of shading and texture that make the polygons look choppy. It's a good effort for the new chip but a bit short on detail.

- Howard Grossman

77%

SUPER NES SUPER FILE



PUBLISHER	MINDSCAPE
AVAILABLE	JUNE
THEME	EDUTAINMENT
MEGABITS	8
PLAYERS	1
DIFFICULTY	EASY
LEVELS	15
% COMPLETE	95%

OPTIONS

At the title screen, you can choose to start a new quest and search for Mario or, with written down passwords, you can continue the search where you left off.

CONTROLLER

Pad: Walk
Menu Select
Select: N/A
Start: Menu
A: N/A
B: Jump
X: N/A
Y: Run
R: Map On/Off
L: N/A



The control is accurate without any slop. All the familiar Mario moves are present.

SUPER REVIEW

Mario is Missing is a good game that will appeal to the younger crowd. The graphics are cute and very colorful. The turtles death animations add a touch of humor. The game may emphasize the educational theme and there's not much challenge at all. You can not die, because even the bosses don't hurt you.

- Martin Alessi

66%

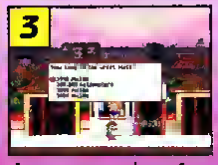
HOW TO SOLVE A MYSTERY!



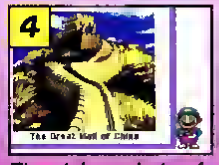
After smashing a turtle, pick up the dropped artifact.



Head to an Info booth and learn about the problem.



Answer a series of questions to prove your reliability.



Then take a photo of the area you visited for proof!

TALK TO CITIZENS ON THE STREET!



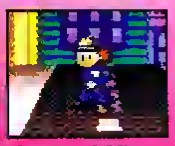
The Kid

This kid gives Luigi the run-around when he answers your questions.



The Old Man

The elderly man offers his clues in the form of difficult riddles. Listen carefully.



Police Officer

The officer is the most direct person you'll meet. The clues are very helpful.



The Tourist

Tourist give straight answers but they often rhyme. His advice is good.



The Woman

The master of geography, she usually tells you what you will need to know.

MARIO IS MISSING!



BOSS 1!





Return the artifacts to the Information booths, then take on a boss to complete the stage!

VISIT SCENIC AREAS AROUND THE WORLD!



1)San Francisco, CA
2)Moscow, Russia
3)Nairobi, Africa
4)Beijing, China
5)Rome, Italy

San Fran., CA

Head to sunny California where Luigi must return artifacts like a fog horn.



Moscow, Russia

Listen up, comrade! The Kremlin and the Bolshoi Ballet have missing items.



Nairobi, Africa

Nairobi is the set for a missing elephant and a headdress from an ancient tribe.



Beijing, China

Luigi visits the Orient to search for a brick and The Gate of Heavenly Peace.



Rome, Italy

In the boot-shaped island, Luigi must seek out a spear and the Trevi Coins.



Luigi's Photo Album

Whenever Luigi returns an artifact, he takes a picture of where he's been for his photo album!





SUPER NES

STORY

With Mario kidnapped by Bowser, it's up to Luigi to rescue him with the help of Yoshi the dinosaur. Luigi will visit many countries around the world and collect artifacts to locate clues as to Mario's whereabouts.

GRAPHICS

MARTIN 75%
HOWARD 77%

The backgrounds are very well detailed and give the impression of being in that country.

AUDIO

MARTIN 71%
HOWARD 70%

The music is Mario-ish with various musical flairs from whatever country Luigi visits.

GAME PLAY

MARTIN 67%
HOWARD 65%

The movements are very straightforward without any really complicated techniques to master.

DIFFICULTY

MARTIN 59%
HOWARD 55%

The difficulty is set very easy. The most difficult part is trying to answer the princess's questions.

SUPER REVIEW

Don't expect a Mario action game. Action and adventure fans should really seek entertainment elsewhere. This is not to say that the game isn't good. This cart is more of an educational type geared toward the youngsters. It can become redundant but it gives a lot of interesting facts in sharp color.

69%

- Howard Grossman

SUPER NES SUPER FILE

RUN SABER

PUBLISHER	ATLUS
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	5
% COMPLETE	85%

OPTIONS

There are three difficulty settings: Easy, Normal and Hard. A two-player simultaneous option is also available. You can customize the controls to your liking.

CONTROLLER

Pad: Slide, Move
Select: Color
Start: Pause
A: None
B: Jump
X: Special
Y: Sword
R: None
L: None



Press Start then Select during game play to change your Saber warrior's color.

SUPER REVIEW

This is a really good original title that offers good graphics and sounds as well as solid game play. Run Saber borrows a lot of play mechanics from Strider. The game play has a variety of techniques and the two-player option is also a cool feature. My biggest complaint is that this cart is far too easy.

- Martin Alessi

77%

MAP:

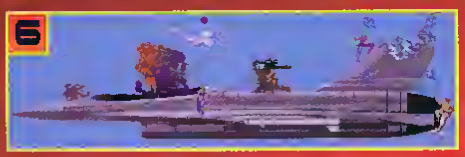


STAGE 1: TAJ BASE

An old militsry installation is the first battlefield that must be conquered!



Generators: Hang from the ceiling here. Destroy them or the projectiles that will constantly follow you around and fire at you if you don't. One shot of magic will destroy all three.





BOSS 1: This takea place on a fighter jet! Above are the minor menaces you must destroy first, then take on the master boss (Left)! Watch for the plane that will go 360 degrees on you!

RUN Saber

HEALTH ITEMS:

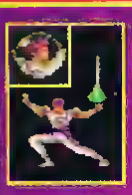


Restores one health bar.



Restores two health bars.

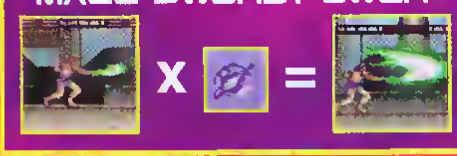




MALE SABER

Male Saber has a sword that has a powerful concentrated flame when used. It doesn't cover a wide range.

MALE SWORD POWER:





SPECIAL:

Male Saber's spacial move is a fiery dragon that destroys all on screen.

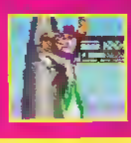




OTHERS:

Male can also climb walls, slide on the ground, and turn into a firebsll and slice enemies from above.







The big generator in the middle unleashes flying meanies! Stay under it when they generate, then use a fireball to kill them.

The skull ceiling-huggers drop balls from their mouths on you! Fireball attacks will destroy them! They leave power-ups.



These wall creatures fire guided missiles. Kill them to to destroy the wall and exit.



MID BOSS: First there is a missile thruster that hops around. Hit it several times and a mechanical mutant will emerge! Watch out for his rushes, but time it so you use your sword when he rushes - he will collide with your blows.

STAGE 2: TONG CITY

Night begins to fall as you must battle on rooftops and on rocky cliffs! There are three Boss characters here, all very deadly!



Mid Boss: Flying head that fires floating orbs!

Judo Boss: Appears several times, attacks with sword!





Final Boss: Hit this boss in the face, watch for lasers!

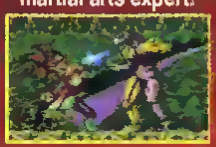
STAGE 3: JOD VALLEY

Several menaces here - mechanical and natural! Jumping and climbing abilities are required to pass this hazardous level!



This valley is loaded with mechanical monsters!

This Mechanical Mid-Boss is a martial arts expert!





This Dragon Boss breathes fire and snaps at you!



SPECIAL:

Female Saber's special weapon is a shower of diamonds everywhere!





OTHERS:

Female Saber can also perform the same actions as Male: sliding, climbing, fireball and magic foot.

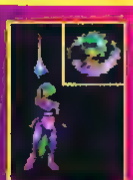






FEMALE SABER

Female Saber has a wide flame with her sword. It covers wide areas and hits enemies on ledges above.



FEMALE SWORD POWER:



X



=



SUPER NES

STORY

The Earth is being invaded by aliens, and the only thing that can stop them is bionic warriors known as Sabers. Each Saber carries a light sword that can be powered up during the game There are also special weapons.

GRAPHICS

MARTIN 81%
HOWARD 85%

The graphics are clear with little breakup and flicker. Nice detail in most areas.

AUDIO

MARTIN 78%
HOWARD 71%

The music is very good as are the sound effects, with screaming and roaring bosses.

GAME PLAY

MARTIN 82%
HOWARD 83%

The Sabers require some technique to master, and the game has very little slowdown.

DIFFICULTY

MARTIN 73%
HOWARD 70%

For fans of this kind of game, it may be a little too easy, but the harder levels are challenging

SUPER REVIEW

The graphics and music are decent but where the game really excels is in its excellent game play. Similar to Strider, there is a lot of wall clinging and leaping action that is a fresh change of pace. To help it along there is a two-player mode for intense fun. Veteran players may find it a bit easy but it's fun to play.

- Howard Grossman

74%



PUBLISHER	ACCOLADE
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	20
% COMPLETE	100%

OPTIONS

The options consist of number of players, controller configuration, audio selection type and a password option. For the overly curious there is even a credit screen.

CONTROLLER

Pad: Move, look up, down
Select: N/A
Start: Pause
A: Pounce
B: Pounce
X: Glide
Y: Glide
R: Look R
L: Look L



Simple controls that give all the reaction you need. Response time is sharp.

SUPER REVIEW

Bubsy is a really great playing game along the lines of Mario and Sonic. The grephics are fantastic and loaded with vibrant colors and spectacular scrolling. The music and sounds are equally impressive and the voices are cute. The game play is very good, but there is an excess of 1-Ups. WEAK bosses!

- Martin Alessi

88%

BUBSY



A SMART CAT WILL LOOK OUT FOR THESE ICONS



1-UP/2-UP
Gain 1 or 2 lives for sach.



TACKS
Deadly box of tacks.



YARN
Collect them for points.



BANANA
Slip on a peel and slide.



GLOBE
Gain 50 yarn balls.



SHADOW
Short term invisibility.



CONTINUE
Get two continues!!!



! SHIRT
Short term invincibility.



YARN BOX
Extra ysrn and pointa.



! POINT
Check point for continue.

SUPER SCROLLING AND TWISTING FX!!!



BODACIOUS BUBSY MOVES AND TECHNIQUES



GLIDE
Hit Y while in the air.



SEARCH
Check for warps/bonus.



FIGHT
Pounce on your foes.



SPRING
Use trees for a super jump.



PUSH
Move boxea for aid.



RIDE
Get a lift, if possible.



BRAKE
Pull back to slow down.



RUN
Build speed and go!

EXTENDED VIEWS





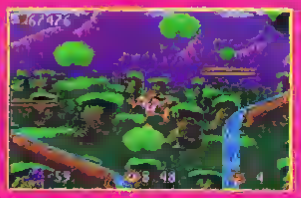
Bubsy can look up or down by using the control pad. Look before you leap.





If you use the Left or Right buttona, you will get a preview of what dangers are up ahead.

CHAPTER 1-3 : THE GREAT OUTDOORS



From the tree tops to underground caves, there are bridgss to cross and dangers to face. Cool watsr slides lead to a bunch of killer yarn ball bosses guided by Woolies.

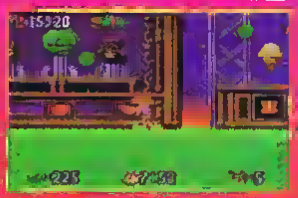






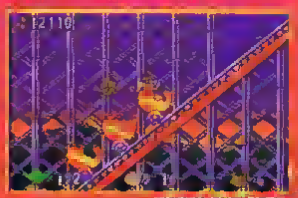


CHAPTER 4-6 : THE CRAZY STATE FAIR



It's a trip to the fairground where wacky veggies and other foods dominate this roller coaster filled level. Get resdy for more fun from the dual yarn boss.









CHAPTER 7-9 : THE WACKY OLD WEST



Ride an old time train complete with giraffe and horny toads on your way to a gopher filled desert. Plenty of areas to explore before facing the big sauce and woolies.









CHAPTER 10-12 : THE WOODS AND WATER

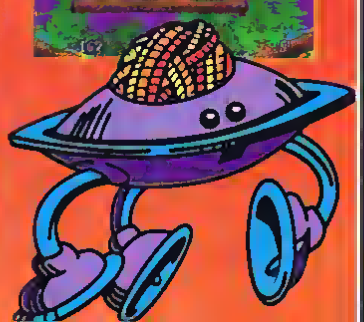


Huge levels that extend below sea level and higher than the the clouds. Throw the switches to remove the water and uncover a whole extra section of sand and mine shafts.









SUPER NES

STORY

Bubsy is the world's only hope to defeat the woolies. These crazy aliens have a lust for yarn and are invading the planet to plunder it of its wool. Can one cat with nine lives defeat the woolies and save the yarn supply?

GRAPHICS

MARTIN 92%
HOWARD 90%

Graphics and animations are topnotch. Very detailed and polished. Great backgrounds, too.

AUDIO

MARTIN 85%
HOWARD 88%

A catchy soundtrack follows your cat through the levels. Sound effects are cute, especially the po...

GAME PLAY

MARTIN 89%
HOWARD 91%

Tons of hidden rooms, power-ups, and secret areas make the game fun to play over and over.

DIFFICULTY

MARTIN 79%
HOWARD 82%

With the extra continues and loads of extra lives, the difficulty is as challenging as you make it.

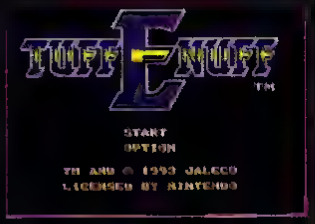
SUPER REVIEW

The graphics and animations in this game are awesome! Cool effects like the water slide and excellent animations aren't its only strong points. Huge levels with tons to explore add to the fun. The only drawback is the lack of detail and originality of the bosses. Still, this is one of the top games... look out Sonic!

- Howard Grossman

89%

SUPER NES SUPER FILE



PUBLISHER	JALECO
AVAILABLE	JULY
THEME	FIGHTING
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	11
% COMPLETE	95%

OPTIONS

You can select player-versus-player, against each boss individually (except for the last one) or play the Story Mode and face all the Bosses on the way up the tower

CONTROLLER

Pad: Move, Jump
Select: N/A
Start: Pause
A: Power Kick
B: Kick
X: Power Punch
Y: Punch
R: N/A
L: N/A



You can perform several moves as well as combos. Good move control.

SUPER REVIEW

Surprisingly, this is one of the best Street Fighter 2 clones that I've played on the Super NES! The graphics are very good and there is 16 Meg of animations and killer backgrounds. The music and sounds are above average as well. The game play is excellent, although there are only 4 characters to select from.

81%

- Martin Alessi

TUFF E NUFF






YOUR FIGHTERS:

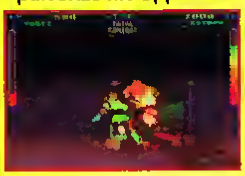
If you play the Story Mode, the special moves of these fighters get more powerful with each opponent you can defeat! These are the only four fighters you can play as!



VORTZ: 31 YEARS

ORIGIN: Holland
MASTER MILITARY ARTS: Professional Wrestling

Big but slow, Vortz will make the opponent a goner if he gets his hands on him or her! Vortz uses several slamming moves to pulverize his opponents. His nickname is "Shishio," or King of Beasts, and says very little. He's searching for someone nobody knows.



MUSCLE BUSTER



LIGHTNING TACKLE



CLIMB AXES





ZAZI: 22 YEARS

ORIGIN: U.S.A. (Texas)
MASTER MILITARY ARTS: Chisou Haouryu

Zazi is basically the same as Sho, in that they fight in similar fashions. Zazi uses a method of fighting that is a sect of Sho's. Despite the fact he was a foreigner, Zazi mastered his skill and is exceptionally talented.



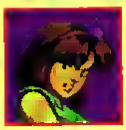
THUNDER PUNCH



DRAGON BLADE



LIGHTNING BREAK



KOTONO: 19 YEARS

ORIGIN: Japan (Kyoto)
MASTER MILITARY ARTS: Kuki shindenryu Ninjutsu

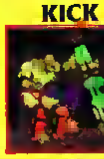
A master of swordsmanship, Kotono is quick and attacks with swift precision. She uses throwing knives for her main weapon of attack! She is particularly good with kicks. Her motive is revenge as Jado killed her father, who was also her mentor.



DRAWN SWORD



DEADLY KICK



KUKI DOUBLE





SHO: 22 YEARS

ORIGIN: Japan (Hokkaido)
MASTER MILITARY ARTS: Tenga Haouryu

Trained in "Yamite," or dark military arts, Sho was busy fighting Zazi, when the Great War started and the fight was never finished! He fights in street brawling fashion and is equal to Zanzi. His style of fighting, "Haouryu," is attack without form or shape!



BLUE THUNDER



DRAGON BLADE



LIGHTNING BREAK





STORY MODE: DEATH TOWER AND ITS KEEPERS

Fight your way to the top of the Tower in order to reach Jado! Along the way are nine opponents, each with varying degrees of attacks and special moves. The first three are the "good" characters, the last six are the Death Tower Keepers! In addition to the Story Mode, there is a Player va. Player Mode that allowa two people to fight each other uaing the main characters, and a VS. CPU mode, where one can fight against any aix of the Death Tower Keepers, except Jado (pictured right)! He can only be fought if one plays and gets to him in the Story Mode!

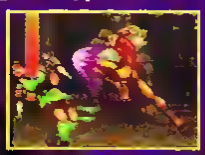




1 BEANS: AGE 25, BRONX MASTERY MILITARY ARTS: NONE (STREET FIGHTING)

Former reigning champion of atreet fighting, Beans uses spastic, snd aometimes careless, attacks against opponents.

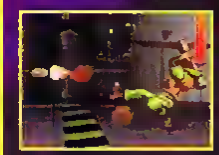

Crazy Knuckle


Fiery Knee Dash



2 DOLF: AGE 34, LIBYA MASTERY MILITARY ARTS: ASSASSINATION METHODS

A former mercenary commander who annihilated his own unit, Dolf attacks with his knife snd devsstating bazooka shot!


Bazooka Shot


Bowe Knife Attack

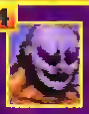


3 REI MIZUNO: 19, JAPAN MASTERY MILITARY ARTS: KOKKENPO

A fighter and aorceress, Rei attacks with a variety of magic movea where she controls spirits snd elements!

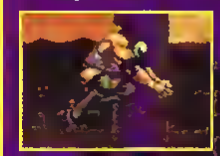

Water Dragon


Black Ball



4 GAJET: 28, UNKNOWN MASTERY MILITARY ARTS: PRO WRESTLING

A pro wrestler who accidentelly killed an opponent and was barred from the sport, Gajet discovered later he liked killing.


Hammer

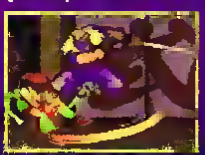

Shoulder Slam



5 SHIROU: N/A, JAPAN MASTERY MILITARY ARTS: IGA NINJUTSU

His agility and techniques are so fest he can slash opponents without them feeling pain! Watch his many "swipe" moves!

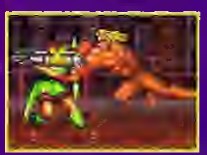

Floor Flame

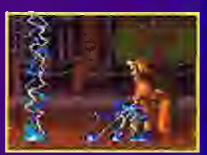

Wide Slash



6 K's JAGUAR: 29, OLD E. GERMANY MASTERY MILITARY ARTS: WEAPON ARM

Both hia arms were converted to "weapon arms" to mangle opponents! He primarily relies on them for attack.


Boost Slash


Death Trap Corridor

SUPER NES

STORY

After the Great War of 2151, a handful of warriors try their skill to fight their way to the top of the Tower to defeat the Fighting King. But first you must battle several other warriors, each having special attacks.

GRAPHICS

MARTIN 82%
HOWARD 76%

The fighter detail is very good, with very slight breakup. The backgrounds are cool.

AUDIO

MARTIN 75%
HOWARD 70%

Good smacking and punching effects, as well as music you can fight to - not repetitive!

GAME PLAY

MARTIN 79%
HOWARD 73%

The control is excellent with minimal skill required to execute the special moves.

DIFFICULTY

MARTIN 81%
HOWARD 78%

There is a skill level that you can select: Easy, Normal or Hard. There is also a time limit.

SUPER REVIEW

Here's a fighting game that is able to hold its own on the Super NES market. Graphics and sounds are above average. There is plenty of action against the computer or fighting a friend but the game could have greatly benfited from more characters and a larger arsenal of moves. still it's tough

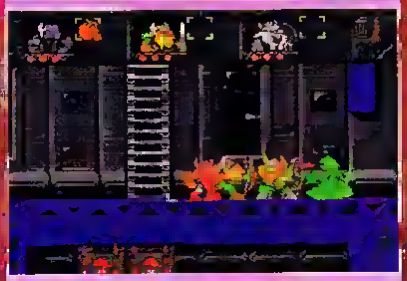
- Howard Grossman

78%

SUPER NES REVIEWS

INTERPLAY
THE LOST VIKINGS

DIFFICULTY	THEME	MEGABITS
MODERATE	PUZZLE	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
35+	1 OR 2	APRIL



After a hard day of hunting three Viking friends; Olaf, Baleog, and Erik retire for the evening. As they drift off, a spaceship hovers above and sucks them inside, stealing them from their beloved families and homeland. Well, no Viking is going to stand for that. Now you must guide the three Norfolk back home by alternating between them, using each one's skills. Will they make it home for breakfast?

GUY — 85%

This is one of the best puzzle games in a long time. The music is lively, and the graphics are sharp. The characters have little personality quirks that enhance the game. The Lost Vikings plays well, not to mention fast. Each level is fresh and new, and there are always different things to do. I recommend this cool cart

DUDE — 87%

Vikings is a very enjoyable puzzle game loaded with action. The music is very good, with lots of cool beats and plenty of tracks. The graphics are impressive as well, with fluid animation and lots of color. The best thing about the game is the game play. It will really make you think and keep you busy for hours and hours

SAM RYE — 90%

Simply a great puzzle game. The charecters are cute and hilarious as well as a challenge to get through the levels. I particularly like the team work required and switching from all three. To complete the list of the quests is a kicking soundtrack and crisp colorful graphics. Tons of areas to explore leaves a lot of adventuring!

T.H.Q.
FAMILY DOG

DIFFICULTY	THEME	MEGABITS
EASY	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
4	1	NOW



Taken from the cartoon, Family Dog is now appearing on the Super NES. Like the zany cartoon, the poor pooch is constantly being harassed by Billy, the son of the family. Guide the hapless hound through the house, grabbing doggie power-ups while avoiding the plights of the bratty kid. When you think things can't get any worse you go to a kennel where German Shepherds are waiting to play

GUY — 63%

Family Dog is a cartoony adventure that should appeal to kids. The graphics match the show, and the quest is different. I only have two complaints. The control needs to be tweaked a bit, and the game needs to be longer. Then again, kids probably won't mind this. A fun game that is a bit too short for my liking

DUDE — 59%

Definitely geared for younger audiences, this cart has a cartoony and humorous theme to it. The game suffers from poor control and simplistic game play. The graphics are very cute and the animations of the pooch are a riot. The music and sounds ere kind of weak. This is little more than an average cart with e few gimmicks

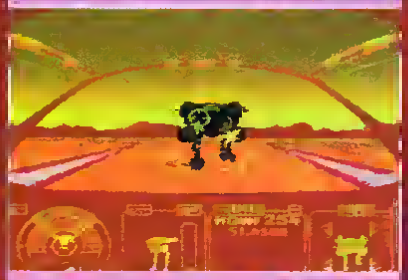
SAM RYE — 55%

There are plenty of cute cartoon scenes and little animations, but that's where the fun ends. The game is a bit easy and may be geared for the kids. However, the poor control will frustrate younger players who might have enjoyed the cartoon look. With a little sound support and a control tune-up, it would be a good kid's game

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS
YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

ACTIVISION
MECHWARRIOR

DIFFICULTY	THEME	MEGABITS
MODERATE	SIMULATION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
34	1 OR 2	MAY



Journey to the year 3027 where giant mechs are the means of combat and vengeance. A young man with revenge in his heart and the mercenary cartel Dark Wing Lance in his sights, sets out as a freelance MechWarriorr. He wants justice and will take any mission that leads closer to the cartel. You are this man, Harras Ragen and using your skills you will fight to the death as a MechWarrior!

GUY — 74%

As a fan of BattleTech, I was pleasantly surprised by MechWarrior. The graphics are much better than I expected, though nothing like the Battletech center. I like the dark plot line, as it fits the mood of the game. There are many different mech configurations which will please most combatants. An above average cart.

DUDE — 59%

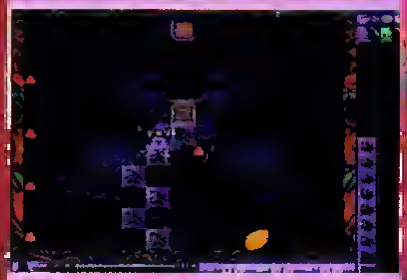
The game has a lot of cool options and plenty of special features to choose from. The graphics are decent, with Mode 7 playing a big role in the battle scenes. The sounds are OK, and music is mediocre. The game play is very choppy and the controls are frustrating. This game leaves much to be desired from this genre.

SAM RYE — 68%

There are just tons of options, Mechs, battle and storyline for fans of this famous type of strategy game. Choose from 8 Mechs with 14 different types of weapons where you will do battle in a 3-D space that's all action. This game combines decent graphics and sounds with the popular Mech style to give action and simulation.

SEIKA
TRODDLERS

DIFFICULTY	THEME	MEGABITS
MODERATE	PUZZLE	4 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
175	1 OR 2	JUNE



Hocus and Pocus are the guardians of a rampant race of Troddlers. Alone or with a friend you must guide these mindless little critters to the exit. Your only means of accomplishing this task is by conjuring blocks or removing them, and even the number of blocks are limited. To make things worse, your little friends seem to have a death wish and plummet to their doom. Can you save them?

GUY — 78%

Wow! Another fun puzzle game. While the graphics are nothing to write home about, the game itself is very good. The music, while repetitive is done well. At first glance, the game seems easy, but later on things get pretty complicated. The variety of things done further in the game are neat. Overall a good puzzle game.

DUDE — 75%

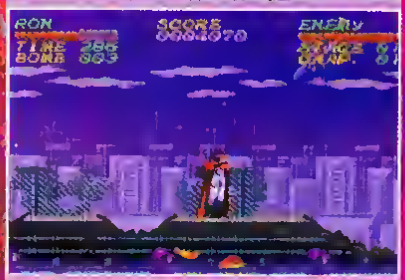
Troddlers brings more puzzle-filled fun to the Super NES. While the concept may remind you of Lemmings, this game plays a lot different. The graphics are cute and are adequate for a puzzler. The music has a British computer port flair to it. The game play is fun and addicting and will please most fans of puzzle games.

SAM RYE — 80%

Look out Lemmings, another cute little critter is on the market! This is a fun little puzzle game but the technique is a bit more redundant with only three moves at your disposal. The puzzles are quite challenging and creative. The control takes a bit of getting used to and might be enhanced with a mouse, yet it was fun to play.

RENOVATION
DREAM PROBE

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	4 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
1	1	JUNE



A simple high school science project turns into a deadly device. Surreal entered her Dream Probe machine as a science project in the International Fair only to have it backfire during a demonstration. Unable to wake up, Surreal is trapped in a dream gone bad. You must guide her through the nightmarish levels until she can be brought out of its sleep. Will you wake up or sleep forever?

GUY — 73%

Dream Probe could have been one of the best action games, but a few things hurt it. The first is the lack of useful power-ups. The enemies almost have to hit you for you to kill them; better weapons would help. The biological enemies need more variety, too. I like the mood and the idea, but it could've been a lot better.

DUDE — 57%

I was expecting a lot more from the folks at Renovetion. The game seems like a Valis spin-off with a few new twists. The graphics are above average, but not phenomenal. There is a fair amount of action but game play is plain and the power-ups are uneventful. The bosses are simple to beat and the cart offers little challenge.

SAM RYE — 60%

This game had a lot of potential but the action got repetitive. There were not enough techniques or power-ups to keep things fresh. The graphics and sounds are average but the game play is a bit behind. This could have benefited from more techniques and more detail. It's still fun, but could have been better.

GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS,
YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

GAME OVER








Firepower 2000



SO THIS IS HOW IT ENDS...

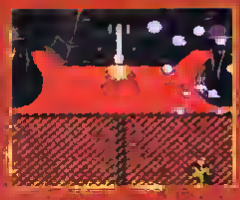
Time for war... to obtain peace! Firepower 2000 has no (that's right no) continues, so play carefully through the six grueling levels! Fight by land, see and air with the Jeep becoming a speedboat and supersonic jet, and the Helicopter becoming a supersonic jet! Just when you think you have survived the fifth boss, get ready for the mother of all bosses in the Enemy Complex in Level 6! Can you destroy the Enemy Complex, or will evil rule the earth?



THE MAIN ENEMY BASES: DESTROY IMMEDIATELY!







THE ENEMY COMPLEX: NOW WHAT DO I DO?



This shield will move back, covering the shaft.



Get many shots before the shield locks into place.



Now everything will attack you from all sides.



Grab the square item to deliver the final blow.

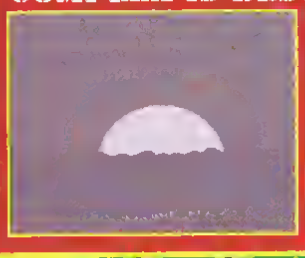


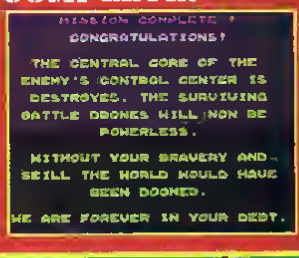
Destroy the shield, and the shaft will be exposed.



Fire the special item gathered earlier to destroy the core.

THE ENEMY COMPLEX IS DESTROYED: MISSION COMPLETE.





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IMAGINE A WORLD WITHOUT MARIO



MARIO'S NEWEST ADVENTURE IS COMING SOON ON SUPER NES®

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THE SOFTWARE TOOLWORKS

BAD TO THE BONE!



FEEL THE TERROR!



EXPLOSIVE FIREPOWER



DESTROY CYBER-DYNE RESEARCH



HASTA LA VISTA, BABY!

THE FUTURE IS IN YOUR HANDS AS A LONE WARRIOR IN THE ULTIMATE METAL-WRENCHING BATTLE AGAINST THE MIMETIC POLYALLOY T-1000 TERMINATOR.

EXPERIENCE 3 TIMES THE TERROR BLASTING DEADLY FACE-HUGGERS, ACID-SPITTING ALIENS AND THE EGG-LAYING QUEEN WITH YOUR FLAME THROWER. GET READY FOR HEART POUNDING ACTION, EXPLOSIVE FIREPOWER AND AWESOME GRAPHICS AND GAME PLAY!

THEY'RE BIG, THEY'RE BAD AND THEY'RE BACK ON SUPER NES™!

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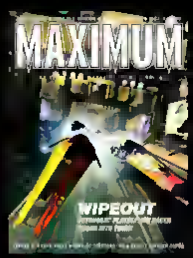
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